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No.90 JULY 1991
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CRASH

SINCLAIR SPECTRUM GA[MES]

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- TURRICAN 2 Level 1.1!
- DRAGONTORC OF AVALON Complete game!
- MOON MAGIC 2 Complete game!
- 2112AD Complete game!
- CRICKET COACH Complete game!
- POKEMANIA Tips on tape!

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Rainbow Arts

SCOOP PREVIEW!
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ER THE TOP





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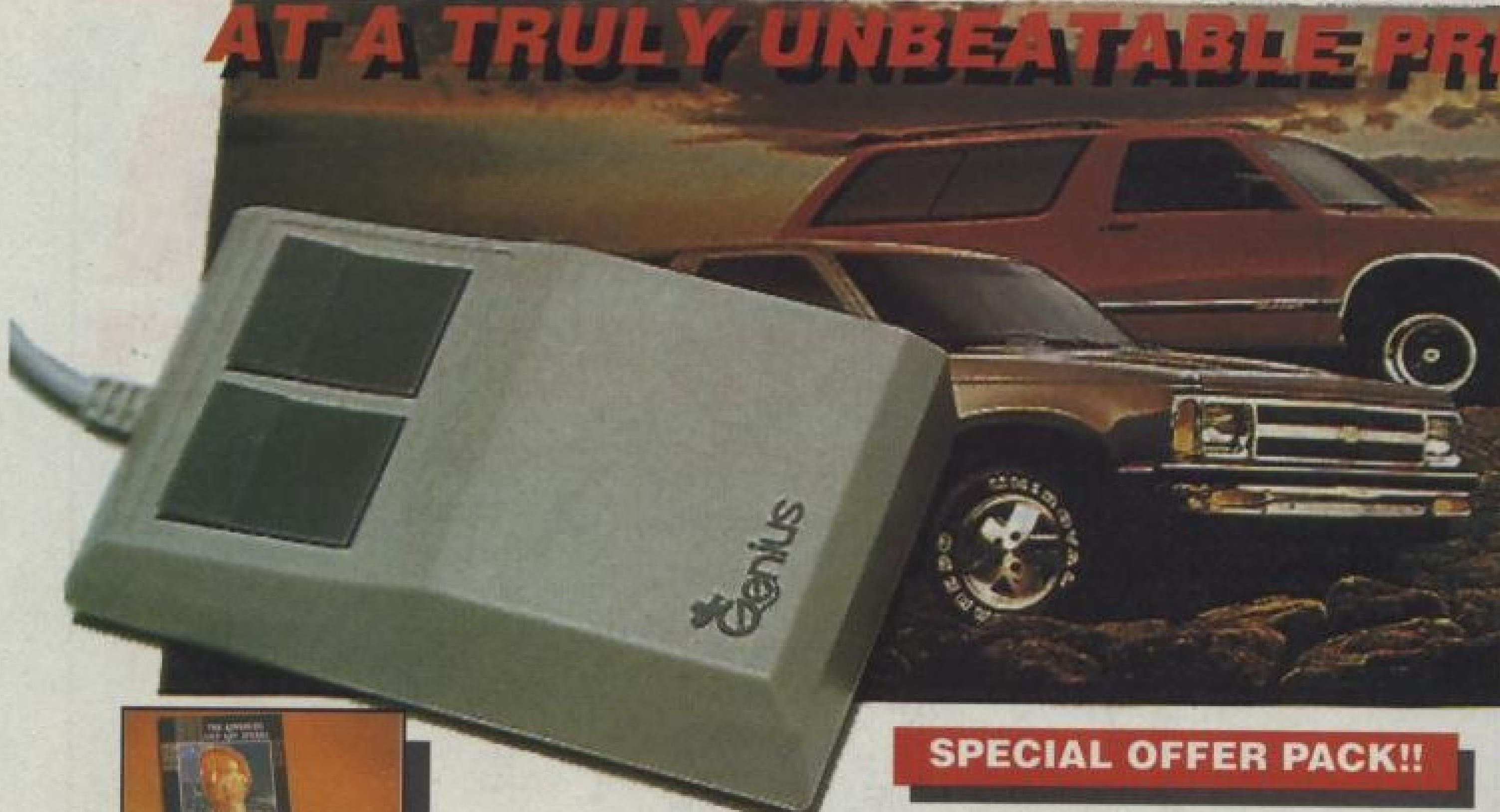
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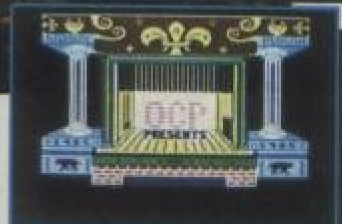


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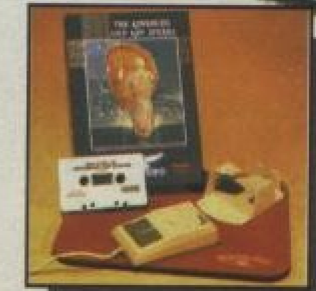
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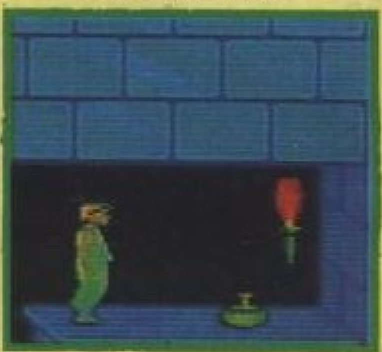
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CONTENTS



GAME *thrills*

Died and gone to game-play heaven? No, don't worry punters, you've just grabbed another slice of the ultimate in Sinclair action with this third(!) Double Trouble Powertape issue! It's excellent, isn't it? Your usual collection of fab game thrills on the Powertape and an extra dose of mega-play with a special edition compilation — Powerplay-Xtra! It's got four brand new games on it, each with a different style of gameplay and two complete levels of the highest rated game for ages: *Night Shift*! Have a good time with it, every-one here's worked really hard to put it together (big round of applause to all) and we'd love to go home and rest up but we've got another issue to put together (and just wait until you see it)!

THRILLS ON TAPE

Where to find the action!

■ TAPE ONE ■

SIDE A
Turrican 2: Level 1.1
Dragontorc of Avalon
Sponge — Moon Magic 2

SIDE B
2112AD
Cricket Coach
Pokemania

■ TAPE TWO ■

SIDE A
Night Shift: 2 levels
Hunter

SIDE B
Space Worm
Confused
A Shadow On Glass

Check the inlays for loading instructions.

Should your **Powertape** tape prove faulty, send it in its box to: **NEWSFIELD, CRASH TAPE CLINIC JULY (90), Ludlow, Shropshire SY8 1JW.**

Should your **Powerplay-xtra** tape prove faulty, send it in its box to: **NEWSFIELD, CRASH TAPE CLINIC (Powerplay-Xtra), Ludlow, Shropshire SY8 1JW.**

A healthy Powertape or Powerplay-Xtra tape will wing its way back to you!

TURRICAN 2
The Final Fight

● Exclusive playable level from Rainbow Arts!

It is! It can't be? It must be! Heavens to Betsy, it's Turrican 2 and his amazing playable demo! Turrican fought an epic battle in the original game against Morgul and won a stunning victory. Now, he's got another mission, a deadlier one,to fight against the remnants of Morgul's creation...

The planet Landorin has been invaded by the monsters of The Machine, a deadly invasion force. The populous of Landorin have fled into caves deep below the planet's surface, hiding from The Machine's mutant armies that roam the surface.

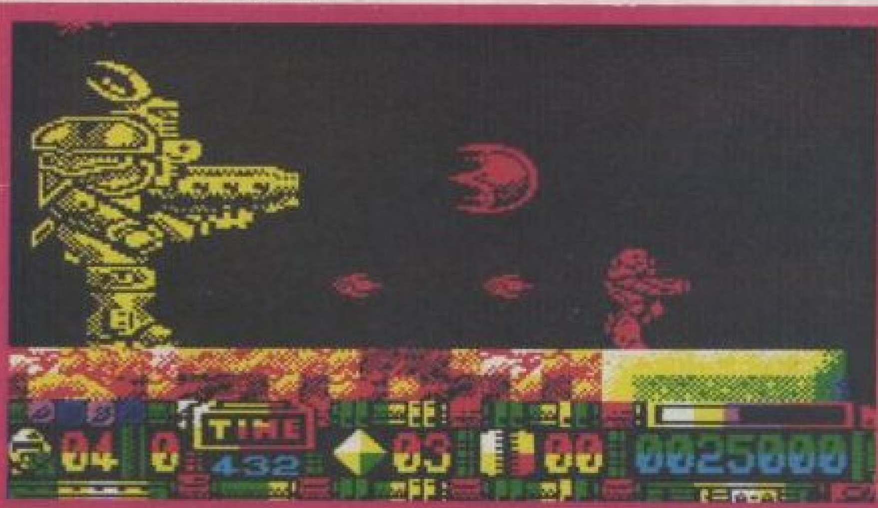
Turrican is their only hope for destroying the mutants and saving Landorin. Turrican's mission is a tough one: seek The Machine and it's mutants, collect the weapons and blast the lot to smithereens (which he's very good at).

This is the complete level 1.1 for you to experience, one of the11 levels in the complete game. And the best advice we can give you is to simply shoot everything that moves (and take a few good pot shots at everything that's standing still and looking suspicious).

Turrican begins his mission with three weapons to hand: a laser cannon which fires bolts, a limited supply of screen wipes(activated by pressing ENTER, it sends a wiper across the screen destroying all enemies), and a lightning surround weapon —activated by holding down fire. This sends a stream of laser death out at an angle and can be rotated clockwise and anticlockwise with the left and right controlls.

Not that he has to make do with just those three items of mayhem.Oh no! There's plenty more to be found in the form of collectable icons which pop up from time to time. Some are hidden in secret locations, some even invisible until shot — it's up to you to dis-

● Yikes! It's a end-of-level baddie! A double 'yikes' is called for, don't you think? Yikes!! Yikes!!!



GAME thrills

cover them! Take a butchers at the icons below and you'll discover what's in store for you...

■ Activates hidden extra



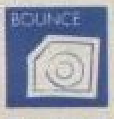
■ Activates multiple shot



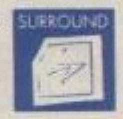
■ Activates laser



■ Activates bounce shots



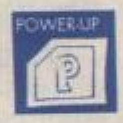
■ Extends lightning shots



■ Limited force shield



■ Recharges energy



■ Player gains energy beam



■ Extra life



■ Smart bomb



Also littering the playing area are diamonds; collect 100 and you can use the continue option (there probably aren't 100 in the demo, but at least you know what they're for).

Turrican 2 is a fabby piece of coding, isn't it? So, a big round of applause to the development team, **Enigma Variations**, especially Robin Holman (author), Michael Hanrahan(graphics), Sean Conran (music), Mark Greenshields (for just being completely ace) and hearty hug to Nikki Hemming at Tecmagik for all her help (despite last-minute chaos).

TURRICAN?
Yes, he can — if you know the controls, which are:**Q**/up, **A**/down, **O**/left, **P**/right,**SPACE**/fire and **ENTER**/screen wiper. Now hurry to page 39 and discover how your *Turrican 2* game playing skills could win you loads of fab **Rainbow Arts** prizes.

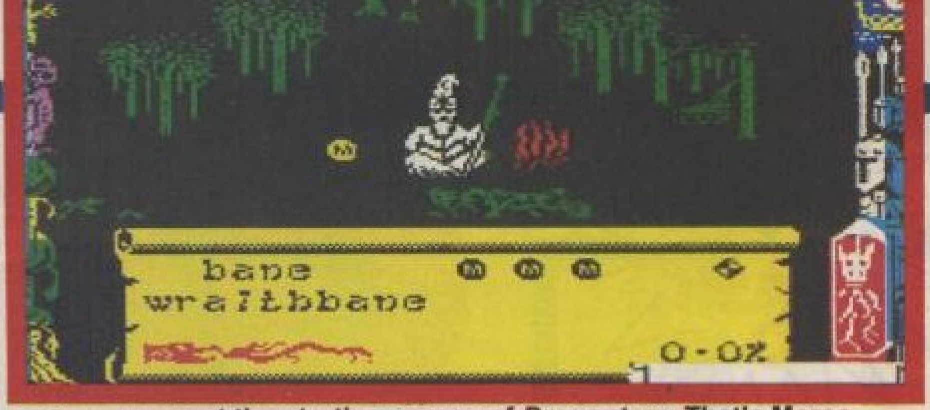
IMPORTANT!
LOADING *TURRICAN 2*:
Right, careful when loading this one. For a start the demo won't work on a 128K machine while in 48K mode. The other thing to remember is that when the *Turrican 2* loading screen appears, stop the tape. 128K owners get to hear the brilliant(and we mean that) *Turrican 2* music. Press a key to continue and start the tape to load the main code. Sorry 48K owners, but you don't get any fab music. When the loading screen appears, press a key immediately to allow the main code to load in.

dragontorc of avalon

● A classic arcade adventure from Hewson!

★ *Dragontorc*. Doesn't it sound spooky? And it is (now that's spooky)! Welcome to a huge sprawling land of mystical goings-on which'll have you glued to your screens as you attempt to solve a mammoth quest! Seek out the five crowns of Britain forged from the mystical Dragontorc and free Merlyn from the evil grip of Morag the Shapeshifter. Over 80 characters, each with sensory animation, living in more than 200 locations with myriads of objects to help or hinder you!

You're the wizard Maroc and begin the game in Wispwood with the spells Move, Servant and Bane at your command. To select a spell use up or down to wind the scroll and when the arrow points to the spell you want press fire to activate it. Notice that it's Maroc's astral projection which moves, his body stays rooted to the spot.



● Here we are at the starting screen of *Dragontorc*. That's Maroc squatting in the middle of the screen (get up y'lazy bast!)

First job is to collect the Seal of Merlyn (you'll need it later on). The Wispwood is inhabited by wisps and elves. You can sample the arcade element of Dragontorc by selecting Bane and attacking wisps, but be careful of your energy level.

Explore the wood to collect the Missile spell, the sickle, the herb and other items. Find the stone slab lying in the forest and use the seal to get under it and into the Lost Vaults of the Locris. Attack the skeletons in the vaults with the Missile spell, collecting further spells as you go. When you've completed Wispwood and the Vaults you receive a message from Merlyn telling you where to go next.

DETAILED INSTRUCTIONS:

Selecting the MOVE spell
Select the Move spell with the arrow and fire to activate. Three Ms to the right of MOVE tell you you have three or more uses of the spell remaining. On the far right is a staff — this is the carrier of the move spell. Notice the phrase 'Protect thy soul', it's a clue to the effect of the spell.

Energy level
Across the bottom of the scroll is a flame — this indicates your energy level.

Moving around
Maroc can move freely though he can't pass through trees, but he can move down the gravel paths (represented by dots on the ground) to another location. Explore the Wispwood forest collecting magic items (by passing over them). Below the forest are the Lost Vaults. Each location in the Lost Vaults is separated by a door. To open the door take Maroc up to the door knob and the door opens. Now take Maroc through the doorway (this may take a bit of practice but you'll get the hang of it).

Collecting spells
If Maroc collects a magic item the demon at the top of the screen flashes. Now turn off the Move spell (press fire). The new spell should now be added to your spell list. If you already have that spell the list is unchanged but you can now use the spell more times.

The Servant spell
This gives you control of a sprite who can pick up objects, give them to you or other characters by way of trade, take things from your sack, throw objects, and more. He's moved with the keys or joystick. He can't release an object unless he's switched off by moving him off the bottom of the screen, or unless Maroc or someone else takes the object.

The sack on Maroc's back can hold a small number of objects. When you've collected a few objects using the servant and placed them in the sack, find a quiet place and experiment taking things from the sack and replacing them. When taking an object from the sack steer it away from Maroc or he retrieves it. You can use the servant to look through the objects in the sack by moving him to and from the sack.

Exploring *Dragontorc*
Throughout *Dragontorc* there are many characters: some friendly, some unfriendly. If they attack your energy drains away. You can deal with them by attacking with a spell or object, running away, frightening them or making friends with them. They may have objects to give you or they may have objects to steal.

Dragontorc is a complex game with over 250 locations and like any arcade adventure you have to perform a correct sequence of actions to progress. Here are a few clues...

● Significant objects are coloured differently from their location
● Some exits are locked and you need to locate keys
● Some exits are invisible until you solve a problem
● Some spells and objects help you maintain your energy as you penetrate deeper and also to return to you close to your previous location if you're destroyed
● Merlyn provides instructions whenever he can. This enables him to transmit his thoughts to you. His instructions appear on the scroll — only once

Spell display
At the top of the spell display is the spell name which is a clue to the spell's use and a number of magic tokens. This part of the scroll is replaced by the name of an area whenever you arrive at a new location. The number of tokens indicates how many more times the spell may be used.

Background spells (eg, Bane)
This lasts until switched off. You're allowed to select another spell when these spells are running. For instance, you can Move while Unseen. When activated the spell list is displayed. The background spell name, shown on the small scroll on the bottom right of the screen, reminds you that you have a background spell running. To turn the spell off reselect it and press fire.

Foreground spells (eg, Energise)
These have an instant effect when activated after which the spell scroll is redisplayed.

Cursor spells (eg, Servant)
These display some form of object whilst active, and the object can be directed with the keyboard controls or joystick. To switch the spell off, press fire, or move the object off the bottom of the screen.

Missile spells
These are like Cursor spells. The spell energy is fired by Maroc to the cursor by pressing fire and switches off automatically after firing. The spell may also be switched off without firing by moving the cursor off the bottom of the screen.

Saving and loading
The game may be saved in its current state at any time by pressing pause (**P**) and then **S** for save. A previously saved position can be loaded in by pressing pause and then **L**.

CONTROLS
Gosh, it all seems a bit much, doesn't it? Never mind, we're sure you'll get your blancmange-like brains behind it all when you've mastered the controls. *Dragontorc* is compatible with keyboard or joystick play and you can find all the details on the option screen, right at the beginning of the game. Good luck — you're going to need it (and a few nifty map-making techniques, we'll be bound).

SPONGE MOON MAGIC 2

● Get your maps out, it's another freaksome Hedgehog adventure!

★ After the hectic antics in *Moon Magic*, the magician starpilot Captain Prongfoot goes into stasis until his spaceship reaches Earth. Left in charge, running things is SPONGE (Silicon-based Prototype Oxygen Numerising Genetic Entity), a 'iccle robot...

Returning from Oberon with a cargo of various liquidy sub-

stances(mostly beer), SPONGE suddenly realises he's misplaced the cash with which to pay the taxes at the Federation's spaceport (yikes!). SPONGE is in a pickle and so must clamber around collecting all the cash, jewels and what nots, preferably before the ship arrives at the spaceport and preferably before Captain Prongfoot wakes up! If he does, his pet tortoise will cause mayhem! Hint: Get all the money!

Your control of SPONGE is via the command window at the bottom of the screen, using text inputs of simplified English, be it verb/noun or more complex. Once you're familiar with how the commands work you can string them together with conjunctions to create sentences which the game will follow; just experiment!

Here are just some of the commands and their abbreviations which you can use: LOOK (or L), EXAMINE (or EX), ENTER (or GO),standard directions (N for NORTH, S for SOUTH etc), TAKE (or GET), DROP, INVENTORY (or I) displays a list of objects being carried, QUIT (or Q), PULL, PUSH, HELP.

● **Close encounters of the potty kind await you in *Moon Magic 2***



2112 AD

● **Spooksome futuristic arcade adventure from Design Design**

We're in a palindrome. Exciting, isn't it? Whaddya mean, 'Don't know'? A palindrome is a sentence or figure that reads exactly the same forwards as it does backwards. And we're in one right now: 1991, y'see? Good. And here's another: 2112 AD. Not only is it a palindrome but it's also a spiffy game from Design Design. And this is how you play it...

The year is 2112 AD (which we've already established) and technology has advanced to a stage where society has become completely computer controlled. Citizens do their shopping by computer, work at their computer and derive all their entertainment from computer. All menial tasks such as rubbish collection and deliveries are carried out by robots.

The old city of London has become one vast computing network, taking over the job of running the country and providing government, law, food production and finance control.

However, due to the activities of some mad hackers the computer is turning into a dictator and handing all power over to machine servants it has designed. Your job is to regain control of the computer by finding all the pieces of a switching code and inserting them into the computer in the right places. These codes are stored on large ROM cards, numbered 0 to 9, and scattered around the complex.

You start in the approximate centre of the computing complex where the computer cells that should contain the code pieces are situated. The codes must be placed back in these cells in the correct order. To deduce the order required try dropping code ROMs in the central room. If the code appears in one of the cells it is correct; if it's dropped to the floor it's not the next code expected by the computer and has been rejected. Moving around the complex depletes both your food reserve and Poddy's energy.

Poddy is a faithful robo-hound whose uses you have to work out for yourself. He's controlled by a remote control device you carry (shown at the bottom of the screen).

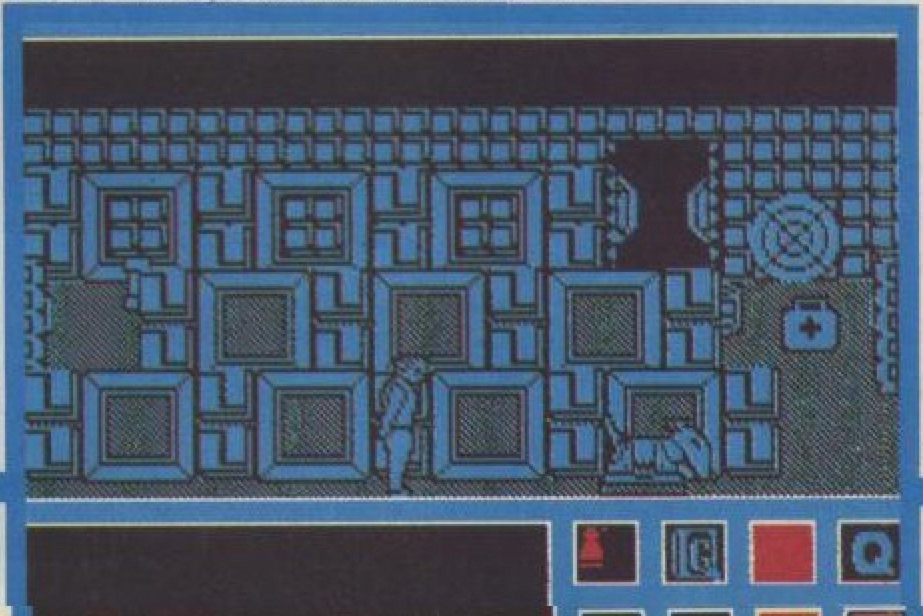
The control performs other useful functions. The left section is a message window and the right displays the icons. These are selected by pressing fire and then placing the cursor over the required icon and pressing fire again. All the icons are explained in the help menu, which is shown when you select the question mark icon (there are lots so it's worth making notes).

There are things in the computer complex that are useful and some that are essential, but most mechanical things are loyal to the central computer and do their best to stop you. The fate of the UK rests in your hands...

CONTROLS

2112 AD is compatible with Cursor, Sinclair (Interface 2) or Kempston joysticks and offers two keyboard layouts to choose from. **Layout one:** bottom row/alternate left and right, second row/down, third row/move forward or up, top row/fire. **Layout two: Z**/left, **X**/right, **N**/Up, **M**/down, **SYM SHFT**/fire.

● **Has Poddy done a 'whoopsie' on the carpet? Certainly looks that way from the expression on the bloke's face**



cricket coach

● **Lead your team to victory with this skill management game from Robert McSherry**

Hurrah! It's summer! And that means it's time to don our whites, pop off to the playing fields of Ludlow and commence play in the annual CRASH cricket match. It's fun! It's competitive! It's also raining like there's no tomorrow. Booo! So instead we'll take our strawbs and cream inside and play Robert McSherry's *Cricket Coach* (a rather intriguing management game, if ever there was one)!

Cricket Coach is a game of skill and judgement as you aim to take your team to the top of the league and win the championship played in a one-day league. After inputing your name you select a skill level between 1 and 10 (enter a number and press enter to proceed). *Cricket Coach* gives you the options to change and alter team and player names — just follow on-screen instructions to do this. After choosing your team the main menu appears offering the following options:

1 View present squad
2 Sell squad members
3 View game statistics
4 Borrow money from bank (you're limited to borrowing £20,000, which must be payed back, plus interest payments are required each week)
5 Repay money to bank
6 Play the next league game
7 Offers the next menu which comprises of:
1 Play averages
2 View league table

HOW THE GAME PLAYS

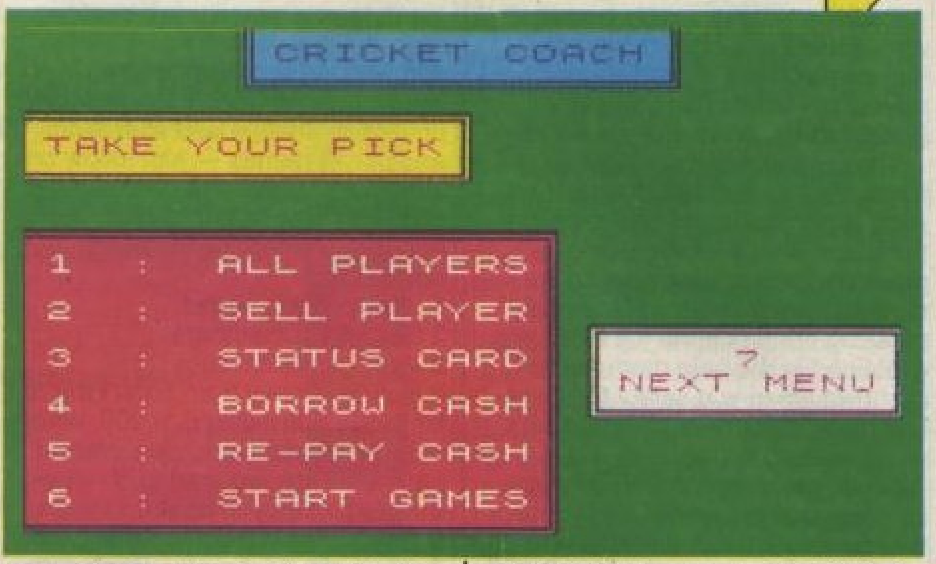
● When you choose to play the next league game you're shown the current team statistics which includes energy, morale and strengths in different areas. To pick the team enter **C** or **P** to carry on with the innings (once the game has begun the team can't be changed).
● During the innings the runs scored are displayed.
● After the game has finished the new league table is calculated and displayed (it may take a few seconds to work out, though).
● The weekly money gains and losses are shown next which may include lottery ticket sales, sponsorship and player wages paid. At this stage you may be given the opportunity to buy a new player into the squad, for which you can make an offer. You won't be offered the chance if you already have the maximum of 15 players in the squad.
● One of your squad members may put in a transfer request which you must turn down or accept.
● You now return to the main menu, unless the league season has been completed. At the end of the season your league table standing winnings are calculated and there's the possibility free transfers will join the squad in time for a new season.
● At any time you can save the program at your present position by using the option from the main menu.

SCORING POINTS

● Four points for a win
● Two points for a draw
● No points following defeat

TIPS!

■ Begin with a low skill level
■ Try to keep to a maximum of a 14-member squad or you won't be offered new players
■ Make sure you have a wicket



● The opening menu of *Cricket Coach*

keeper in the team as it counts as a very important player

■ Balance bowlers with batsmen

■ Don't rub the ball on your groin (you'll only get pervy looks)

POKEMANIA!

There are plenty of tips on tape this month! Find out what **Graham 'Turbo' Mason** has lined up for you this month in **DJ Nicko's Tips** beginning on page **25**!

DON'T FORGET! YOUR GAME COULD BE ON THE CRASH POWERTAPE!

(And earn you a bit of dosh!)

Instant fame could be yours if you've written a Speccy game that's up to Powertape standard. Yes, were on the hunt for the best games from the creative talents of CRASH readers. There've been loads of excellent games that have appeared on the tape over the past few months — classics such as *Egghead 2*, *Shuriken*, *Talking Hedz*, *Solaris* and many, many more! Breaking into the glamourous world ('hem 'hem) of Speccy publishing couldn't be easier! Just send us your game on cassette or disk, with a letter explaining the gameplay, and if it passes the reviewers' tests we'll put it on the Powertape! The address is: NEWSFIELD, CRASH POWERTAPE DEPT, LUDLOW, SHROPSHIRE SY8 1JW. Don't forget to include the Powertape form — see page 21 of this issue — without one we won't even sniff your entry!

NIGHT SHIFT

● Two incredible playable levels of Lucas film's corker!

'WARNING: Highly addictive computer game!' it says on the instructions for the full game *Night Shift*. Loads of games claim that and how often is that true? A number approaching zero,wouldn't you agree? But *Night Shift* really deserves that tag because it's flipping ace! In fact, the complete game scored 96% when reviewed and here, straight from Lucas film in the States, is two complete levels of the game!

Say 'hello' to your new character: Fred Fixit, employee at Industrial Might and Logic (IML), eccentric toy manufacturing company. You've been hired to work on the night shift on a notoriously unreliable contraption known as the Beast, which recycles waste material and turns it into toy action figures, each modelled on Lucas film Games' characters (in cute form).

Toy figures are created in two parts: a head and a body, then assembled. But keeping the Beast operating is just one of your problems. Your boss, Frank Foreman, gives you a manufacturing quota (shift duties) at the start of each shift. Unless you work out how to get the Beast to produce at least your quota, you'll be fired! Each shift begins at 9.00pm and a list of toys to be manufactured is displayed.

The Beast is a complex machine and it takes time to learn how to operate and maintain its components. Customised tools are used to keep the Beast under control and these are found in the Toolie, the Beast's tool box. If Toolie is empty then tools have been dropped in an earlier shift and can be found on the Beast(automatically picked up). The Toolie features three windows and the tool in the centre window is the tool ejected on request (Use Toolie). Because of the nature of the Beast some tools are more effective than others, so you'll have to experiment. However, most tools can only be used once.

CONTROLS

Joysticks, ahoy! Yup, any of the popular trio (Kempston, Sinclair or Cursor) are compatible and keyboard controls are redefinable.But the default keys (and joystick movements) perform these functions: **I**/left, **P**/right, **N**/jump, **I &Z** (stick down and left)/kick left, **P & Z** (stick down and right)/kick right, **Z** (stick down)/ use Toolie,**SPACE**/enter and exit Toolie, **Z** (stick down)/ride bike, **N** (stick fire)/start shift, **S**/shift duties,**H**/pause, **R**/restart game. Phew!

● Get ready to play as Fred Fixit gears up for a hard days night(shift)



OH, LOOK: WE'VE ARRIVED IN TIPS CITY!

Here are a few hints to get you started on your first day (or rather, night) on the job:

BICYCLE: Ride the bike by selecting Use Tool when the hand is shown on the Toolie — you'll jump automatically. Next, move left and right in a steady rhythm. Select Use Tool command to jump off. Ride the bike at the beginning of each shift until the lights flash quickly — you're charging up the Beast's batteries. If power should fail jump back on the bike and recharge the batteries and then light the furnace (next to bike) with a match.

SWITCHES: Directional: most common — used on conveyor belts to change direction. On/Off: either horizontal or vertical.Burner Switch (beside beaker of liquid at top of Beast): this has five positions; centre maintains current temperature of liquid, the other two on either side heat or cool the liquid. To operate properly, the liquid should be bubbling but not over-boiling (if it boils, you'll see a whistle blow at the top).

RESIN MAKER: Looks like a washing machine, but it's where the resin is mixed. You may notice that a bolt on the top right of the maker works loose and steam escapes — use the wrench/spanner to fix.

ELECTRICAL PLUGS: If you can see their connectors, give them a kick(!). This is sure to get something working.

HUNTER

● Help ducks say 'Goodbye beak' with this crackpot crosshairs corker!

CRASH is an environmentally 'sound' magazine. We love animals (except, perhaps, the Ed's cat, Bobs, who is currently moulting enough hair all over the place to stuff ten cushions a day). And we do not advise anyone to go outside and shoot wildlife. But there's nothing wrong with an ace Speccy game which has you pulling the trigger, is there? No, no, no (is that convincing?).

You're a hunter (hence the title) with the objective of shooting enough objects and (sniff) creatures to bump up your score counter enough to allow you to progress to the next level. There's a time limit on each screen and if you run out of time before completing the screen, one of your lives (represented by ducks) is used up. At the end of each level there's a bonus screen to play through — shoot all the moving targets for a bonus.

As your blasting gets better the levels get harder and more targets are added, like falling bombs (must be shot before they land) and the gamekeeper (who'll take a shot at you)!



● Everybody duck! (Oh no! Charlie's got hold of the captions again!)

CONTROLS
Control your actions with a joystick firmly wedged into a Kempston interface, or alternatively, use the keyboard controls which are: **Q**/up, **A**/down, **O**/left, **P**/right, any bottom row key/fire.

SPACE WORM

● Wriggle your way to superstar status with this original (alright, 'downright potty') game from Hedgehog!

Yes, it's all rather silly we know, but here's a game that lets you take control of a worm. A Space Worm. It's a bit like an Earth worm, except that it lives is space and is a superhero extraordinaire. Difficult to believe? Yes. But it's *true*...

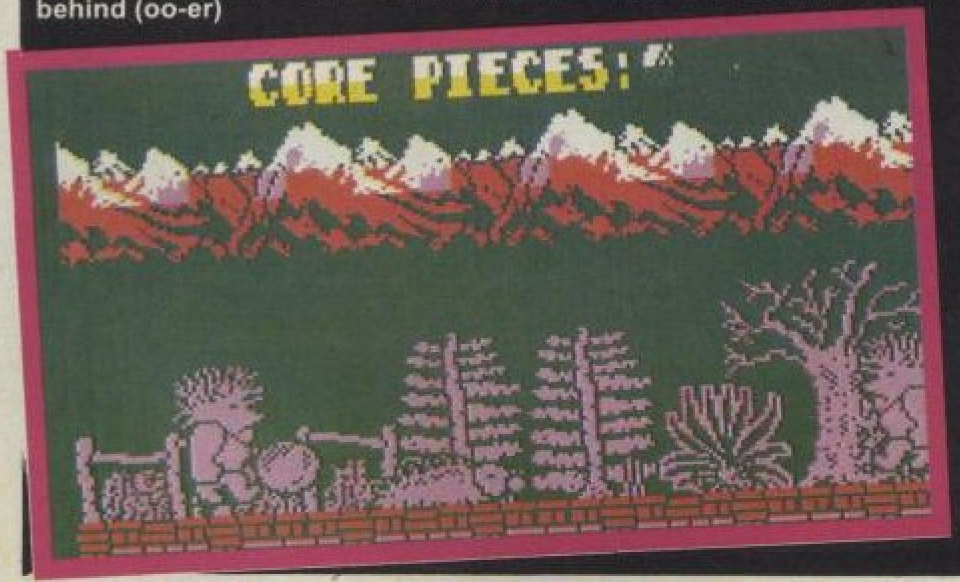
Come to grips with the fact you're about to play a game that stars you as a Space Worm yet? Oh, c'mon, please. Think of it more as an 'interesting change' rather than a 'bizarre programmers' notion'.

As Space Worm you're out to defeat Dr Dick and his evil siblings. The full story of why he's so evil and must be stopped is actually in the game itself, so when you've loaded up there's a story to read and full instructions, along with a few pictures, too (including Kremlin the Kat). Because you probably don't want to read the story twice over, we'll skip it here and just set your anticipation level up by telling you that:

- It's a scrolly shooter-come-arcade adventure!
- With odd little bonus games in it!
- Defeat evil mutants with lumps of worm spit (how distasteful)!
- And a big yellow map thingy. Move around it, use fire to select a segment and play whatever follows!

CONTROLS
Keyboard play only, folks. **Q**/up, **A**/down, **O**/left, **P**/right and any key on the bottom row to fire.

● Ohmygawd! There's a big, pink, hard-looking thing coming up from behind (oo-er)



CONFUSED

● Confused? You will be! Or maybe not. Puzzle action from Simon Bradley Everest!

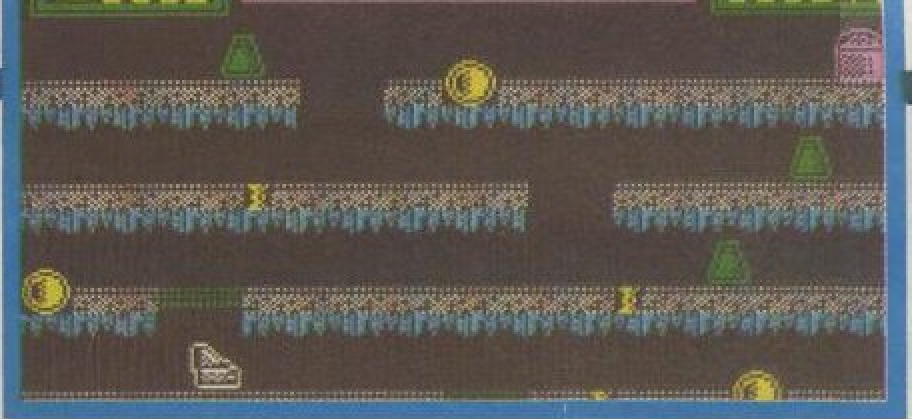
Puzzle games! They're great! They're entertaining! They keep DJ Nicko amused for hours (which keeps him quiet, making a pleasant change)! And they're even better when they've got dollops of arcade and strategy gameplay stirred in for good measure. That's just what we've got here in *Confused*. Play on...

Deep within space lies the planet Onfus. Huge caverns run through it, caused by centuries of crystal mining by various corporations. However, it's the Numax corp that owns the majority of the planet.

Security has always been a major problem on the planet. A sack of raw crystal will keep any rogue miner in luxury for ages. However, Numax have installed robo-guards within every cavern, accessible only by their own teleports.

This has not pleased certain 'crystal borrowers' and this is why there are suddenly enough bombs in the caverns to blow the planet to pieces. Guess who has the job of disarming all the bombs throughout the complex? Yes, you. Your Numax buggy is a great help, but as the patrolling robo-guards cannot be turned off, your mission is described as 'extremely dangerous'.

Each screen (there are 13 of them, and passwords for each) is laid out with three or four cavern floors. You can trundle left and right in your buggy (be careful not to fall down the sliding hole traps) and up between each floor by using the teleport pads. Bombs are collected by going up to them and pressing the collect key. Each screen has its own exit point; on the first screen it's at the top right of the playing area (you begin at the bottom left).



● Here's the first level of *Confused*. Working left to right (along the bottom platform) it's your buggy, a sliding bridge, a teleport thingy, a coin to collect and a evil creature!

CONTROLS
Play with a joystick as long as it's connected to a Kempston interface. If it's not, it's time to take the journey to Keyboard City: **O**/left, **P**/right, **X**/teleport, **M**/collect, **0**/pause, **0** and **1**/quit. If you don't like that selection the keys can be redefined.

A SHADOW ON GLASS

● Completing our quartet of brand-spanking new titles (with a variety of gameplay), here's a spook adventure game!

Just so CRASH can't be blamed (entirely) for the educational standards of Britain's young, we're doing the 'right thing' and giving you a game to exercise your brain cells on. It's *A Shadow On Glass*, a corking adventure game set in a fantasy landscape. So, don't be spods, put your brains in gear and get typing (don't type WHAT NOW? 'cos that's what the game asks of you)...

In *A Shadow on Glass* you take the part of a freelance mercenary, called Plank. Laughable, isn't it? You're on a mission of vengeance: your family were brutally slain by the Shadow Lord in his pursuit for the famed Glass Orb of the Elves.

The Shadow Lord, with the aid of the strange and mystical Orb, is draining the Helatadorian Empire of its resources. You have to defeat the Shadow Lord in mortal combat, retrieve the Glass Orb and take it to the only place where a shadow will fall on the glass. It's a place which is sacred to the elves and where they come to retrieve their magical artefact. And your starting clue for ten is: All is not what it seems (pretty mystic stuff, eh?).

CONTROLS
Your control of Plank is via the command window at the bottom of the screen using text inputs of simplified English, be it verb/noun or more complex. Once you're familiar with how the commands work you can string them together with conjunctions to create sentences which the game will follow; just experiment!

Here are just some of the commands and their abbreviations which you can use: LOOK (or L), EXAMINE (or EX), ENTER (or GO), standard directions (N for NORTH, S for SOUTH etc), TAKE (or GET), DROP, INVENTORY (or I) displays a list of objects being carried, QUIT (or Q), PULL, PUSH, HELP, HIT, KILL, USE, GIVE...

● If that were my house I'd shoot the interior decorator



Previews

Here comes the summer! So, dig out your revolting shorts, a bottle of tanning lotion and sit back and wait for these scorching games to arrive in the shops!



● **This is the first style of mission — a slow scrolling fight scene when you attack the aliens at short range while avoiding being poisoned, bitten, punched, whipped, eaten and generally killed. Here, the dustbins have come alive and a splodgy lump of alien goo is attacking the fighter on the right-hand side. Unfortunately, player one has three dustbin monsters to contend with (smart bomb, anyone?).**

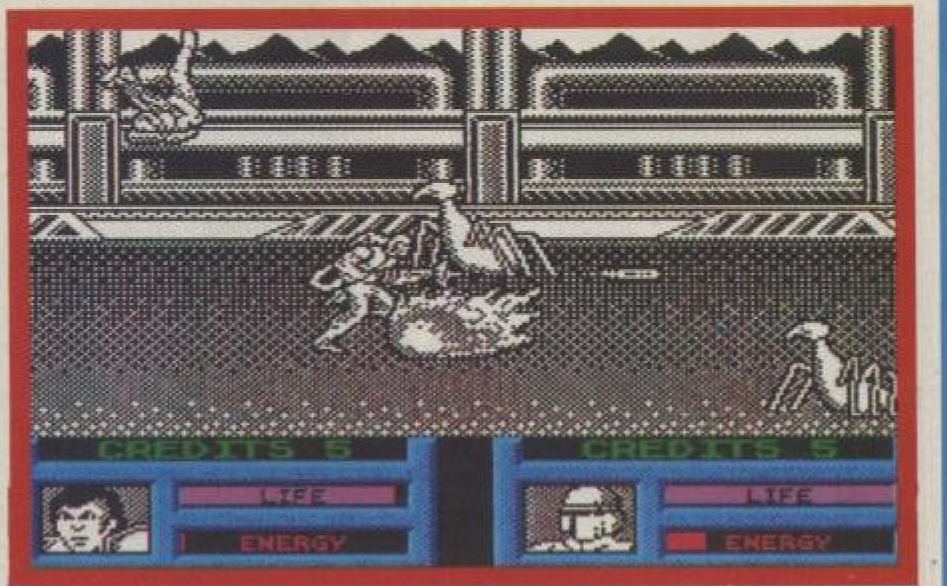
● ALIEN STORM

Dustbins. Normally, perfectly safe, everyday objects. Don't usually have a habit of sprouting a slimey body with big googly tentacles, do they? Erm, actually, yes, they do.

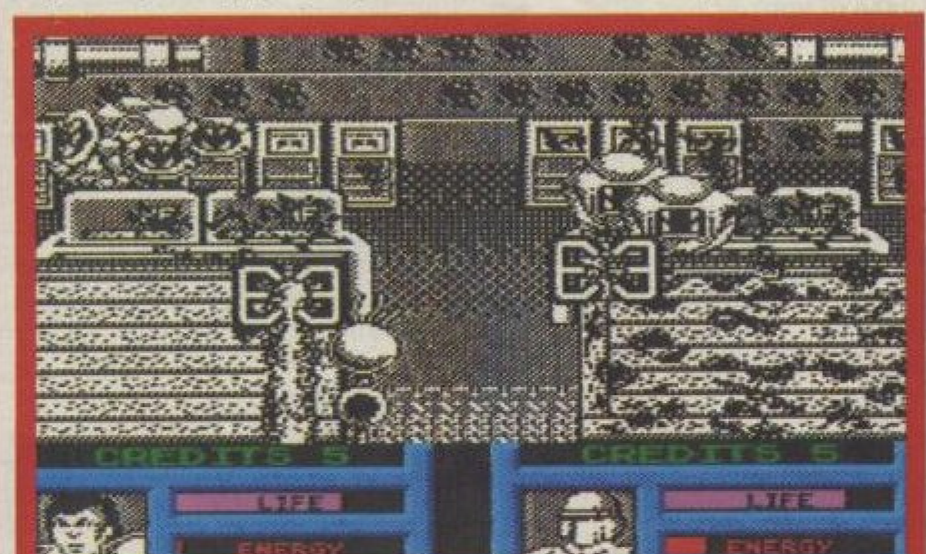
Especially when they're not really dustbins at all, but instead are invading aliens of a repulsive nature! It's true, as you can discover soon when **US Gold** unveil their latest coin-op conversion, **Capcom**'s *Alien Storm*! Y'see, these aliens (there's a huge variety of the slimey beasts) have been searching the galaxy looking for a new planet to call their own and — quelle suprise — they reckon they've found it with Earth.

But the self-proclaimed Alien Busters (Gordon, Karla and Scooter) have no wish to have their planet taken over by the invaders and so attack the hordes with vigor. So, *Alien Storm* — it's a xenophobic shoot-'em-up.

Although the coin-op featured three simultaneous players, programmers **Tiertex** could only squeeze two into the Speccy, so you pick who you want to be at the start. Equipped with the latest in alien-busting technology (a laser death cannon and a limited supply of smart bombs), one or two players enter into the scrolling battle arena. The battle takes place over six levels, with three separate missions in each, and this is how it goes...



● **To finish off each level there's a fast-scrolling running section as you attempt to prevent the alien slimebuckets retreating to their mothership. Thankfully, your laser cannon lets rip automatically. And that's it (except you have to do it six times over with it getting mighty tricky towards the end!).**



● **A 3D shoot-out section now. Stop the aliens from damaging the warehouse building by throwing laser fire as they leap toward you. Here, as you can see, we're not doing very well (maybe it would help it we aimed the crosshairs at something).**



● **Gangster-busting cop action in *Downtown*, out about now from Atlantis. Arcade adventure gameplay as you, controlling a rookie cop, attempt to track down and expose a mafia boss.**


THE BEST IN QUALITY GAMES
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KING OF THE SWINGERS

TOKI

What do you call a gorilla with a banana in each ear? Anything you like, he can't hear you! Haw! Haw! That probably came off a Curly Wurly wrapper (depressing, isn't it?). But enough of this crap frivolity, Ocean's back on the Speccy scene with a smart new game coming your way starring a gorilla (of sorts) called Toki. 'It's an arcade extravaganza of a platform nature taken from the graphically brilliant Fabtek coin-op' pipes a knowledgeable RICHARD EDDY.

● Toki may be the king of the swingers (and, indeed, the jungle VIP) but he's certainly not happy about being a gorilla. He was once a hunky warrior who was doing all right for himself: a few kingdoms to rule over, a gorgeous love called Miho, that sort of thing. But the wicked wizard Bashtar, in a fit of spell-casting, turned Toki into a lowly neanderthal gorilla with nothing better to do than delouse his armpits.

To top it all, the wizard scarpered, taking Miho with him (the bast). And now, guess what, you've got to battle through loads of challenges to rescue Miho and regain your manhood (which no doubt Miho'll be pleased to see — fnarr). So that explains why you're controlling a mad gorilla who keeps tripping over his dragging knuckles (hasn't quite got the hang of it yet).

Now, the game: six levels of multi-directional scrolling platform action. Each of the levels is set in a different location and all are littered with obstacles for Toki to overcome — thankfully he can use his ape skills to negotiate most of them!

● Teenage Mutant Ninja Tadpoles (flying along the top)? Plenty of trouble in store for Toki



● 'Do the hokey Toki, knees bend, arms stretched (rah, rah, rah!)' — Charlie (layout layabout) wrote this one. Sorry.



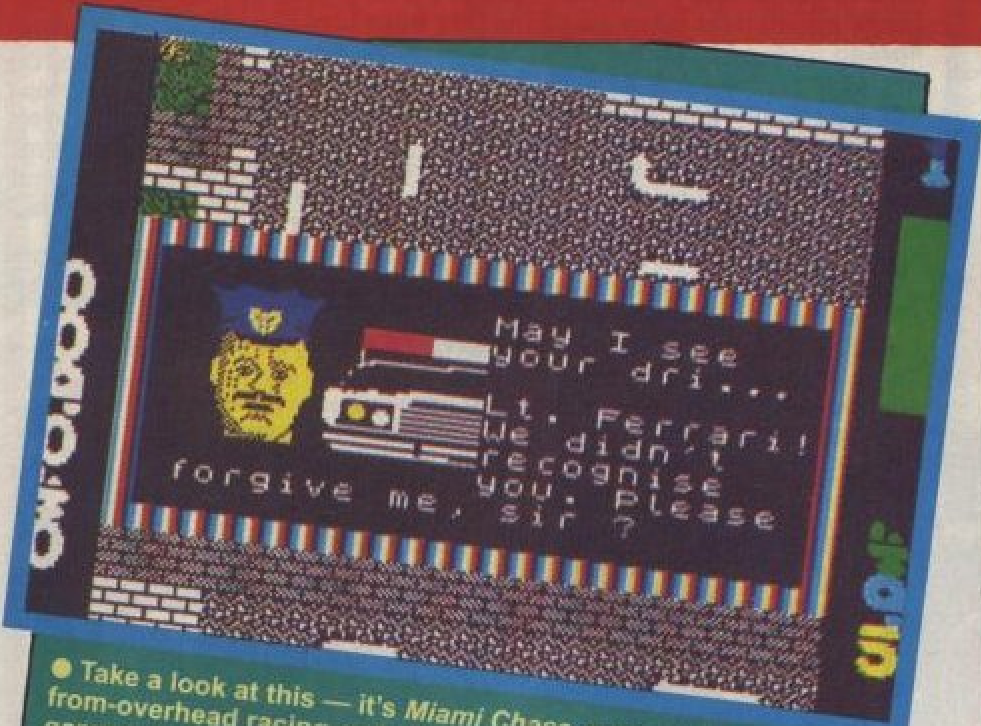
CAVES, CAVERNS AND CREATURES

Commencing his quest at the Labyrinth of Caves, Toki pursues his goal through the Caverns of Fire, the Golden Palace, and the Dark Jungle of prehistoric mystery brings him into confrontation with over 30 evil creatures! Then it's off to the Gate of Moornah, defeat the shower of eyeballs in the underwater bit of Lake Neptune before finally meeting up with Bashtar himself!

The game comprises of over 300 screens and with every level, apart from the streaming hordes of foes (including dragon-hatching eggs, ghosts, zombies, flying devils, exploding pyramids, airborne werewolves, lizards, scorpions and hungry plant life), there are end-of-level and mid-level monstrosities to overcome.

Toki, being an ape, can't cope with a gun of any description so instead he knocks attackers off by spitting lumps of gorilla gob at them. But (but! BUT!) there are pick-ups to collect which improve Toki's powers: fire-breathing, extra jumping height and speed, bonus time and points.

And that, viewers, is what *Toki*'s all about (and doesn't it sound fun?). **Ocean** are hoping to have the game soon, until then look out for the review and practice banana juggling, or something.



● Take a look at this — it's *Miami Chase*, a great viewed-from-overhead racing and chasing game hailed by 16-bit gamesplayers as 'Code Masters' greatest game'. Let's hope its Speccy counterpart is just as good, eh? All will be revealed next issue!



● Blam! Blam! Shoot the gangsters ('cos they've been nawtee)

● SHARKEY'S MOLL

Ah, cocktails — the drink of elegance and, it has to be said, rather boring parties. The CRASH drinks machine takes it upon itself to mix 'interesting' cocktails, y'know. Why, only the other day said dispenser dished up a brew of chicken soup, a splash of Coke syrup, hot chocolate powder topped off with a cappuccino froth. All we asked for was some fizzy water. Ho-hum.

At least it doesn't serve up the deadly Molotov cocktails (petrol bombs) you can chuck about in Zeppelin's latest £2.99 corker, *Sharkey's Moll*. It's a non-stop blasting piece of action set in Gangsterland, Chicago as you take control of Lieutenant Sharkey as he tracks down the local gangland boss, Rubbers Malone (so named cos he wipes people out, not what any of your pervy minds were imagining).

Six levels of *Op Wolf*-esque gameplay stand between Sharkey and his goal, as do countless attackers who let rip with their machine guns, knives and bombs. Sharkey fights back with his Gatling gun and deadly Molotovs, but with every hit he takes his energy bar diminishes. Collectables include a machine gun (gives rapid fire without loss of ammo), First Aid box (restores health), ammo clips (refills Gatling gun) and bottles (replenishes Sharkey's cocktail cabinet).

Join Sharkey for his fight through 13th Madison and Clyne, Rubber's Hooch Factory, Chicago City Hall, 1st Avenue and Main, the docks and Rubber's Warehouse any time now.



● 'Hello! I'm *Sky High Stuntman* and I love to fly by the seat of my so-called pants in many an exciting escapade. I drive boats, fly all manner of aircraft and generally whoop it up in this scrollarma action game coming soon from Code Masters!'

● INTERCHANGE

Inspector Hecti, the world's first computerised detective, has been sent to the Interchange. Victor Virus and his gang have invaded this highly sensitive area and it's up to Hecti to put matters right. What a storyline, eh? Let's take it bit by bit and see what it actually means (if you would care to come this way)...

Right. Inspector Hecti, who's he? He's you, or you're him, the little chappie you control in the game, coming soon from **Hi-Tec Software**. He's been sent to the Interchange. The Interchange is a set of 50 small mazes, each one viewed in its entirety from above. Each small maze is made up of a grid of floor tiles, some with walls, some clear.

Next up comes Victor Virus and his gang. They're your evil opponents in the game and they're a collection of different bugs, creatures and odd splodges. The gang patrol the mazes and contact with any of them kills you off.

Putting matters right, now: the problem is that some of the floor tiles have been placed the wrong way round which makes the maze incomplete, walls blocking off corridors and that sort of thing. Your job is to run around each maze and twist the floor tiles clockwise or anticlockwise until each one assumes its correct position so each maze has a completed path. Having done that you progress onto the next level.

Hecti also has a weapon to blast gang members and more powerful weapons can be collected, by running over appearing icons, to create a more devastating effect.

So, what *Interchange* boils down to is a rather groovy-looking puzzle game with *Pac-man* overtones that, as far as we can tell, is completely original and really playable to boot! It's out soon at the snip-like price of £2.99!

● Take Insector Hecti around the insect-infested areas that are the *Interchange*



● Here be dragons! And princesses, and evil overlords and all sorts of 'dayes of lore' type stuff. It's *Moontorc*, another arcade adventure with trading elements from Atlantis. Out about now(-ish)



LIVE CIRCUIT

And now the end is near. Sort of. This is probably the last Live Circuit section I'll be putting together. Never mind, it's far too much like hard work (I'd rather be pottering in the garden at this time of year). Yes, if you don't already know — CRASH gets fat (once again) next issue so all the bits from Live Circuit get spread throughout the magazine. We're not losing anything (not even Enor, who's still causing mouse-like havoc around the place). The thing is, everything just gets bigger. My Forum gets its own section (but keep sending in your Bug Box cartoons, I'll still be using them in the Forum), and Hi-Fire gets its own special treatment too — what we're actually doing with it, well, we'll leave that as a surprise till next month (just makes sure you send a photo of yourself, if you possibly can). As always there'll be a £40 software voucher on offer for the Letter of the Month, so keep your missives flowing to: Newsfield, LLOYD'S FORUM, CRASH, Ludlow, Shropshire SY8 1JW. I'll see you next month, same as always only a bit more of it.

AN-ER-KEY

Dear Lloyd
The cover tape on Issue 87 (April): GREAT! Sat down, loaded in the games, then I came to *Anarchy*. Even better, feeling good, I reached level six and thought I was great. Along came my family, sit down, level seven, level eight, nine and ten then things slowed down. The three children battled for position at the computer. They even got up early to try and get there first. The Speccy was plugged in at 8am and *Anarchy* was bashed away at all day long, nothing was done, nothing was talked about only how near I was to clearing each level.

Well, finally last night (or early this morning), at 01.54, level 16 was mastered and what happened? Horror! Level 17 has a bug in it. All that was on the screen was a row of squares and time of 4,000. Then nothing, 'out of time' kept coming up. Oh, the moans and groans, seven lives and stuck. All of them now moping around the house suffering *Anarchy* withdrawal symptons.

You can picture the scene: blank TV, cold Speccy, empty table. What I am complaining about? I can actually sit at the table in peace now for that cup of coffee. It is a long, long time since all three children (four including Mejall) have played the same game and enjoyed it for such long periods at a time, and all four of us with high blood pressure. Thanks to CRASH for a great game.

Oh, by the way, the ages of the children range from 20 years to 25 years (you can guess by that, I am not 21).
Joy Cooper, Co Limerick, Ireland.

***Anarchy*, funny little game. Looks a bit naff, but just can't let go. A bit like *Beverly Hills 90210* on the telly, isn't it (roll on the new series in the autumn, eh viewers?)? I don't know what could have gone wrong with level 16, I wasn't aware of any bugs in the program (maybe your Speccy just had enough after being switched on since 8.00 in the**



morning!). However, because you obviously have such a dedicated gamesplaying household, here, have a £40 software voucher (your family'll never get a meal served up to them again when you get stuck into the next batch of games!).
LM

CHART TOPPERS

Dear CRASH
While looking over my March issue of **CRASH**, I became curious, while reading page 41, to know two things:
1. How many copies of a full price game would a chart-topping game sell for each of the particular formats (especially Spectrum)?
2. How much money does the programmer receive for his work if it were a chart-topper?
Joseph C Tervit, Eastwood, Glasgow

While looking over my March issue I became curious too: Why haven't I been paid for this yet?, I thought. Hummm. Anyway, your questions:
1. It varies throughout the year how many games have to be sold to reach the coveted Number One spot in the charts, but undoubtably the biggest seller is the Christmas Number One. Last year it was Imageworks' *Teenage Mutant Hero Turtles* which, to date, has sold over 100,000 copies on the Spectrum (with a total of 600,000 copies across all computers). *Turtles* was an exceptional seller, most Speccy games sell around the 20,000 mark.
2. Freelance programmers are usually paid an advance sum of cash at the beginning of the project (ie, when they begin programming a game) which depends on how long the game is likely to take and then have royalty payments (8-12% of the retail price) on top of that when the game's on sale. In-house programmers have a basic salary (which varies due to age and experience) and sometimes receive royalties too. Though, don't be fooled, it's not the easiest way to get rich quick. In fact, hardly anyone has got rich quick from programming.
LM

CONFUSED? (YOU WILL BE)

Dear Lloyd
How's things? What's life like up your way? Just writing to give you a few comments on this month's, May, cover tape. Well, the games are honestly pretty good but, I must admit, you have excelled yourselves with *Countdown To The Death.*

It's been some time since I was hooked on a game, but this one has got to me hook, line and sinker. It's very cleverly done, isn't it? All those mini-games packed into one game. *Hangman* — simple, *Fruit Machine* — okay, *Arkanoid*-effort — simple, *Memory* thing — a bit of a head-banger, *Repeat It* — one to think about. Okay, I've got through all of them but then I hit what you call mystery games. I don't know what to do with it (or is it 'them'?). Egyptian hieroglyphics — all they do is gobble up my time and what are the oojies along the bottom? Time, lose a life, go to *Arkanoid*-effort?

After all that here is a bit of constructive criticism:
1. You could do with a few more pokes on the tape.
2. The Hi-Fire thingy is a bit of a farce, why don't you kick it into touch.
3. A football manager sim game wouldn't go a miss on the cover tape.
4. The centrefold poster is a waste of space.
Mike Fitzpatrick, South Shore, Blackpool

Things are fine, life is good (except that Enor the mouse has started gnawing at the plant shoots I'm trying to bring on in the office window box). *Countdown To The Death* was a bit on the spiffy side, you're right. And don't ask me what all the odd games are, I get just as confused. However, you're right about the so-called oojies on the bottom (just stay clear of the lose-a-life icon). And your questions answered (everyone's numbering questions now!)...
1. More pokes on tape? We try to cram as much in as possible, but there's only a limited space and some pokes take up more memory than most.
2. It's not a farce. A farce is a crap play on a West End stage which, when everyone's clothes have fallen off, the vicar walks in (and the audience collapse in hysterics). This doesn't happen in Hi-Fire (it's usually the bishop). Anyway, look for a few changes to Hi-Fire next month.
3. There are enough footy management games around at the moment without putting one on the tape (we try to be slightly original). Why not give *Cricket Coach* a try, that may be up your games-playing alley.
4. Judging from the Crashtionnaire, most people loved the centrefold posters featuring Oli's artwork, so they're staying. Here, have a wet haddock for being so miserable (*slap!*).
LM

WHY, OH, WHY, OH, WHY? *(BLAM!)*

Dear Lloyd,
Here are some questions:
1. What are the Olibugs?
2. Why is CRASH called CRASH? Is it because if you read it, you make your computer crash?
3. Why did Amstrad buy Sinclair?
4. How is CRASH so skill?
5. How can you program on the likes of a Nintendo if there isn't a keyboard?
6. Can you send requests to Turbo Mason to hack certain games?
7. On the inlay for *Rock Star* it says (in the credits bit), 'Hack:Mel Croucher'. Does this mean there is a cheat for it? (And whats Mel Croucher doing hacking at games anyway?)
8. I have a tip for +2A users. On *Treasure Island Dizzy*, if you try to load it in 128K mode you hear a loud, steady beep, and it crashes. However, If you go to +3 BASIC, (or 128 BASIC for +2 users), then type SPECTRUM (enter), it goes into 48K mode. But, in this 48K mode, you have 128K. So, when it has loaded, there is in the game music and speech (although not very good), and all the rest 128K luxuries that you would not have in normal 48K modes.
Lee Grant, Ponteland, Newcastle upon Tyne

1. Olibugs, who make occasional appearances, are small monsters who live in the CRASH office. In walls, lampshades and computers (which they muck about with until they blow up). They're mostly harmless; except for the black fluffy one which has an affinity for chainsaws (bibble, bibble, wibble).
2. It's called CRASH because it's a darn sight more imaginative (and groovy, for that matter) than taking the word Sinclair and sticking Your or User to the beginning or end of it. Okay?
3. Because Amstrad know a good computer when they sees one (probably).
4. Because I'm in it.
5. Nintendo programmers have a special development system, which is not available to the public (so don't write in asking where you can buy one).
6. No (well, you could try).
7. Nothing to do with hacking at all — hack's another word for writer (although meant in a bitchy kinda way) and Mel wrote the manual.
8. Hurrah!
LM

WET HADDOCK, AHOY!

Dear Lloydy-baby,
I have a Spectrum 128K +2, a computer which I have just bought. Please could you tell me if there is such a thing as a colour/graphics enhancement board/chip which you can stick in the back of your Speccy. It's really depressing having a computer with only seven or eight colours, no orange or pink or millions of other colours like that.

Also, can you get such a thing as a half meg expansion and a modulator which you can stick a disk drive onto and load Amiga games? If you can't get any of these things then someone get designing — they'll make a fortune.
Philip Lancaster, Lichfield

Slap! Slap! Slap! Three slaps of the wet haddock for you, Philip. Listen, you clot, the only machine that'll load Amiga games is — quelle suprise — an Amiga. There's no way of getting one to work on a Speccy. Go and have a good lie down, why don't you?
LM

CHEERS, DEARS

Dear Lloyd,
Just a few lines to say thanks to the staff in the **CRASH** tape clinic. I sent them three tapes on Thursday 2nd May (second class, 'cos I'm skint) and got them back bouncing with health by 8am, Tuesday 5th May. Fantastic!
A Swartman, Keats Road, Wolverhampton

Hurrah! I'm sure this'll cheer Pat up — she's the eternally cheery lady, deep in the CRASH cellars, who sorts the Powertapes out. And does she grumble? Well, yes she does, but no-one ever takes any notice.
LM

GRAB A BAG?

Dear Lloyd
When your **CRASH** (Issue 88) Powertape came through my door I loaded up the spiffing game *Tour De Force.* Within a hour of playing it I'd got to Russia, drunk a load of vodka and won the game. It told me to start the tape; I did, and it gave me a rather nice screen with a secret code on it. The screen told me that if I was one of the first ten people to tell **Gremlin** the codeword then I'd get a **Gremlin** goody bag. So, did I? Also, would Nick like me to send him a few tips to help other people on their way?
Graham Martin, Weymouth, Dorset.
PS The code word was OSTRICH

Yes, you and about 500 other people all hoping to win a goodie bag for being the first ten to complete *Tour De Force.* Problem is, the game was originally available a few years ago in the shops and I have the sneaking suspicion that all ten goodie bags have been claimed. Never mind, here's your little bit of fame and I've also included the first batch of people who wrote in claiming to have completed the game in Hi-Fire.
LM

HOW POLITE

Dear Lloyd
I would like you to answer me these few questions, if it's not

any trouble.
1. Do you read every letter you are sent?
2. Do you reply to every letter you are sent?
3. If I sent a letter requiring information about some computer games, would you help me with the problems?
4. How much is and what is a Multiface?
5. Is it true that Amstrad are stopping producing Sinclair Spectrum +2s?
6. If I sent a few ideas for games would you do me a favour and pass them onto **Code Masters**, as I have got about ten different ideas.
Darren Graham, Hyde, Cheshire

No trouble at all!
1. Yes, every one.
2. No, I can only reply to the one's printed here. Sorry, but I'm far too busy with the magazines (I also write on *ZZAP! 64* magazine) to enter into personal correspondence. This upsets Aunt Ada, but that's life.
3. If you need help with computer games, it's always best to write to the software house that published the game. Addresses can usually be found on the packaging.
4. It's a snapshot device (see the Romantic Robot ad) and costs between £30 and £40, depending on which model you buy.
5. No.
6. You can contact Codies at: Code Masters, Lower Farm House, Stoneythorpe, Southam, Warks.
LM

DUST DILEMMA

Dear CRASH,
Help! Is there anything on the market for a cover (of sorts) to protect the Spectrum +2A? We got one for Xmas for our little boy, Marc (who's eight years old), and every chance his baby sister (18 months) gets, she's going for the machine (perhaps she's more advanced than we think and wants to play your great Powertape games). Anyway, could you help us, we'd be very grateful (plus it would cut down on arguments, shouting, whining and crying in the house).
Mrs J Mallaby, Sunderland, Tyne and Wear

Actually, we can supply you with dust covers for your Speccy (they've even got CRASH written on them!). They cost £4.99 — just give us a call (0584) 875851, ask for the Mail Order department, and they'll tell you what's in stock. Helpful, eh?
LM

VAT'S LIFE! (HO! HO!)

Dear Lloyd
I have been reading CRASH since Issue 73 and have been a silent reader. In my local WH Smiths stores £2.99 games have been changed to £3.05 and £3.99 games are now £4.09. In my local Boots store the prices are still £2.99 and £3.99. Why is Smiths more expensive?
David Pegg, Cherry Hinton, Cambridge.

That's VAT for you, David. The government slapped the VAT up to a whopping 17.5% this year which means most prices still go up (though some budget software houses are trying to absorb the extra cost to keep the retail prices to £2.99). Though, expect to see £3.99 games becoming more common.
LM



● Guffaw! **Adrian Jackson** from Pinner wins a £10 software voucher for giving Nicko the Kiwi treatment. Send your cartoons to: Newsfield, BUG BOX, CRASH, Ludlow Shropshire SY8 1JW.

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Crash Comp

● Chocks away, chappies! Take off with MicroProse and...

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To be in with a chance of winning one of the five pairs of tickets, just answer this question: Which group had a chart hit with *Superfly Guy*? Answers on a postcard to: Newsfield, AIR TATTOO COMPO, CRASH, Ludlow, Shropshire SY8 1JW. **Entries MUST be here by** Monday **July 8 and winners will be notified in plenty of time to whizz off to the Air Show.**

HEROQUEST: IT'S BACK (SORT OF)!

● So, you've already completed all ten quests of **Gremlin**'s CRASH Smash *HeroQuest*? Bah! Now what? How about a *HeroQuest* Quest pack? It's a mighty fine buy (and a snip at £5.99). The first Quest pack, featuring ten new quests, is called *Return of the Witch Warlord*, due for release any time now. The second pack-of-ten, *Keller's Keep*, will follow shortly. Further heroic details can be gleamed by giving Gremlin a buzz on (0742) 753423.

DOMARK'S BITS

● Ugh! What an unpleasant thought. But, let's not dwell upon dangly bits, instead refresh your memory of **Domark**'s spiffy baseball game *RBI 2*, reviewed last issue with an appreciative 86%. A much better thought to have inside your head, is it not?

And talking of imagination, everyone's imagination ran away with them last issue in the review. For a start, the disk version retails for £17.99, not £14.99 as the review stated (we thought we must have taken a wrong turning and arrived in Bargain City).

And the usually brilliant powers of organisation enjoyed by **CRASH**'s chum at Domark, **Clare Edgeley**, resulted in us believing that an *RBI 2* baseball cap was enclosed in the box. It isn't. That's only for 16-bit owners (who have to pay £25 for their *RBI 2*).

But (but! BUT!) if you want to have a *RBI 2* baseball cap, you can! Just stick a cheque or postal order for £2.99 (payable to Domark Ltd) in the post to: **Domark, CRASH Baseball Cap Offer, Domark, Ferry House, 51-57 Lacy Road, Putney, London SW15 1PR** and a cap will be in the post (as long as you remember to include your name and address).

To make up for those errors, here's news of a **Domark** game for 1992. It's called *Euro Football Champ* and is taken from the **Taito** coin-op. A one- or two-player affair, *Euro Football Champ* lets you take control of an international soccer team and play matches against other international sides with the action viewed from the grandstand. Should be lots of fun, especially as it's possible to purposely knee, kck or elbow other players and get away with it (if the ref's not looking). Hope that piece of 'exciting' news makes up for any shattered illusions from the *RBI 2* review. (It didn't. t's a swizz! — Reader's voice.) Oh, please yourselves.

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✚HI-FIRE!✚

Send us your scores and proclaim your utter brilliance to the entire Speccy universe, who'll promptly turn green with envy! Especially if you win the monthly prize of a software voucher worth a fabulous £40! Hurrah! And don't forget to send a photo of yourself, if possible. We'll be making more use of your photos in a couple of issues when welaunch the Hi-Fire House of Horrors. What is it? Well, you'll have to wait and see — but do send your photo (and don't forget your name and address)! Scores to: NEWSFIELD, HI-FIRE, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

ROBOCOP 2
15,776,250 Ben Gardener, Nottingham
11,360,000 Kyle Coare, Leicester

ROBOCOP
109,310 Ben Gardener, Nottingham
93,905 Ian Taylor, Tamworth, Staffs

KWIK SNAX
75,350 Ian Taylor, Tamworth, Staffs
64,390 Gavin Bonser, Newton Regis, Staffs
63,030 Theresa Atkinson, Darlington, County Durham

TARGET RENEGADE
6,844,920 Sean Brightman, Bromford, Essex
740,390 Neil Haddock, Poynton, Cheshire
244,700 Daniel Bullard, Norwich

TURTLES
81,000 Edward Hellyar, Finchfield, Wolverhampton
67,200 Kristopher West, Plymouth, Devon

SILKWORM
74,720 Matthew Richards, Bradwell, Gt Yarmouth

NARC
258,785 Craig Lyman, Newport Pagnell, Bucks

RAINBOW ISLANDS
1,894,670 Michael McKeswn, Wetheral, Cumbria

CJ'S ELEPHANT ANTICS
Completed Ben Gardener, Nottingham

TOUR DE FORCE
All these people have completed it!
Tony Price, Basingstoke, Hants
Darren Allen, Basingstoke, Hants
R Beadle, Hull
Ross Tumms, Erith, Kent
Ian Clinch, Poole, Dorset
David Morgan, Brecon, Powys
Ian Campbell, Beverly
Carl Bullen, Gateacre, Liverpool
Joseph Lenton, Norwich, Norfolk
Daniel Davidson, Newcastle Upon Tyne
Wayne Brown, Swarthmoor, Cumbria
Anthony Kenton, Preston, Lancs
Lee Canning, Plymouth, Devon
Matthew Williams, Walton On Thames, Surrey
Jason Godber, New Ollerton, Notts
Derek Hastings, Southport, Merseyside
Arran Taylor, Doncaster, S Yorks
Jamie Lee Vincent, Thetford, Norfolk



Here's a chap who's no stranger to these pages, it's **Ben Gardener** from Nottingham, who wins this month's £40 software prize for completing *CJ's Elephant Antics, Tarzan Goes Ape, RoboCop, RoboCop 2, Slightly Magic, Magicland Dizzy*, and *Little Puff in Dragonland*. Exhausting, isn't it?

GET YOUR GAME ONTO THE CRASH POWERTAPE!

Got a game you've written and would like us to consider for inclusion on the CRASH cover cassette? Then send it to us with this form! We'll evaluate it and let you know whether it's suitable and how much you'll get for your masterpiece if we go ahead.

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COMPO WINNERS!

Are you the Devil incarnate? Maybe not. Perhaps you're a compo winner instead. Yes, that's more the ticket. Check the

names below, if yours is there you've won a prize! If not, check the price ticket on your soul...

KIXX COMPO

For three winners Kixx offered trendy sneakers and a Kixx game. The lucky trio are: Kevin M Gentry, Thundersley, Essex SS7 3HL, Lee Spencer, North Walsham, Norfolk NR28 0SU, Mr A Alkman, Galahiels, Selkirkshire, TD1 1E2. **And the 20 runners-up who each get a game are:** James McConnell, Belfast, N.Ireland; Peter Baldry, Tunbridge Wells, Kent TN4 9HT; Luke Pousford, Hilsea, Portsmouth, Hants PO2 9QR; Ian Baker, Leicester LE4 7AW; R Gillian, Carbis Bay, St Ives, Cornwall; Clarke Rice, Dungannon, Co. Tyrone, N.Ireland BT71 7AN; Amanda Locke, Market Deeping, Peterborough PE8 8HU; Andrew Hart, New Cotessey, Norwich NR5 0RE; A R Cooper, Poolfields, Newcastle, Staffs ST5 2PB; Martin Townsend, Tottenham, London N17 9UG; Paul Dossis, Winsford, Cheshire CW7 2HG; Steven Lee, Eyces Mansell Estáte, Leicester LE2 9FY; Richard Bate, Fairfield, Droylsden, Manchester M35 6FE; Adam Keats, Styrechale, Coventry CV3 5DA; Kevin Mineir, Wimborne, Dorset BH21 1BH; Richard Western, Aberdeen, AB2 6YQ; Pierre Scotney, Portishead, Bristol BS20 8EY; John Fothergill Jnr, Newark, Notts NG24 1RZ; D Speller, Ware, Herts SG12 7EU; Alan Whysall, Alfreton, Derbyshire, DE5 7JA.

US GOLD COMPO

Chip's Challenge was the compo theme and the superb first prize of an Atari Lynx console goes to: Pierre Scotney, Portisland, Bristol BS20 8EY. **The 15 runners-up who each receive a copy of the game are:** John Herbert, Hemel Hampstead, Herts HP1 3EW; Robert Kingston, Yateley, Camberley, Surrey GU17 7JA; Matthew Williams, Walton on Thames, Surrey KT12 1LL; Richard Harper, Newmarket, Suffolk CB8 0DP; Mark Strange, Netherfield, Nr Battle, Sussex TN33 9QE; C P Booth, Yarm, Cleveland TS15 9HP; A Harris, Bridgwater, Somerset TA6 4UF; Mark Reynolds, Cefn Mawr, Nr Wrexham, Clwyd LL14 3NY; Rick White, Edenthorpe, Doncaster, S.Yorks DN3 2LB; Martin Gibbs, Oadby, Leicestershire LE2 5YA; Claire McCarron, Ingworth, Norwich, Norfolk NRll 6PW; V Blackburn, Wheatley Hills, Doncaster, S.Yorks DN2 5AW; Steven Tiltman, Whatstandwell, Matlock, Derbyshire DE4 5EN; Miss T Anderson Dixon, Leighton Buzzard, Beds LU7 8JW; Steven Arthurs, Whitchurch, Bristol BS14 0HU.

GREMLIN COMPO

Raunchy Rallying was the order of the day and we had some excellent entries — we'll feature them next month. But the winner, whose artistic talents have won him a remote-controlled Toyota car, is: Grant Pimm, Kirkheaton, Huddersfield, W.Yorkshire HD5 0HW. **And the runners-up who each get a copy of** *Lotus Turbo Esprit Challenge* **are:** Mr A J Price, Tydesley, Manchester M29 7HA; Chris Bobbs, St Day, Redruth, Cornwall TR16 5QG; Steven Trower, Coleshill, Warks B46 3NB; David Markham, 10 Liskeard Way, Freshbrook, Swindon, SN5 8NL; Gary Marr, Sheffield, S5 8RP; James Graham, Masborough, Sheffield S19 5DD; David Shaw, Blackpool, Lancs FY4 3EJ; Ian Morville, Leyland, Lancs, PR5 2HN; John Miller, Clecheaton, W.Yorks, BD19 6LN; Scott Milner, Mddleton, Leeds LS10 3SE.

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Yearly subscription rates: UK £17.20 Europe £24.00, Air Mail overseas £37. US/Canada subscriptions and back issues enquiries: Barry Hatcher, British Magazine Distributors Ltd, 40 Wilkins Drive, Sweaburg, RR#1 Woodstock, Ontario N4S 7V6, Canada. Tel: 519 421 1285, fax: 519 421 1285. Yearly subscription rates; US $47.00, Canada $57.00. Back Issues: US $5.20, Canada CAN$6.20 (inclusive of postage).

COMPETITION RULES: The editor's decision is final in all matters relating to adjudication and we offer prizes in good faith, believing them to be available; if something untoward happens we reserve the right to subsitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we've written to you stating you have won a prize and it doesn't turn up, in which case drop us a line). No person who is related, no matter how remotely, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

The SAM page

Lots of hot news on the Coupé to report this month. So hot, in fact, that we're having to keep a fire extinguisher next to our SAM in case it goes up in flames! NICK ROBERTS is the man with the bucket of water...

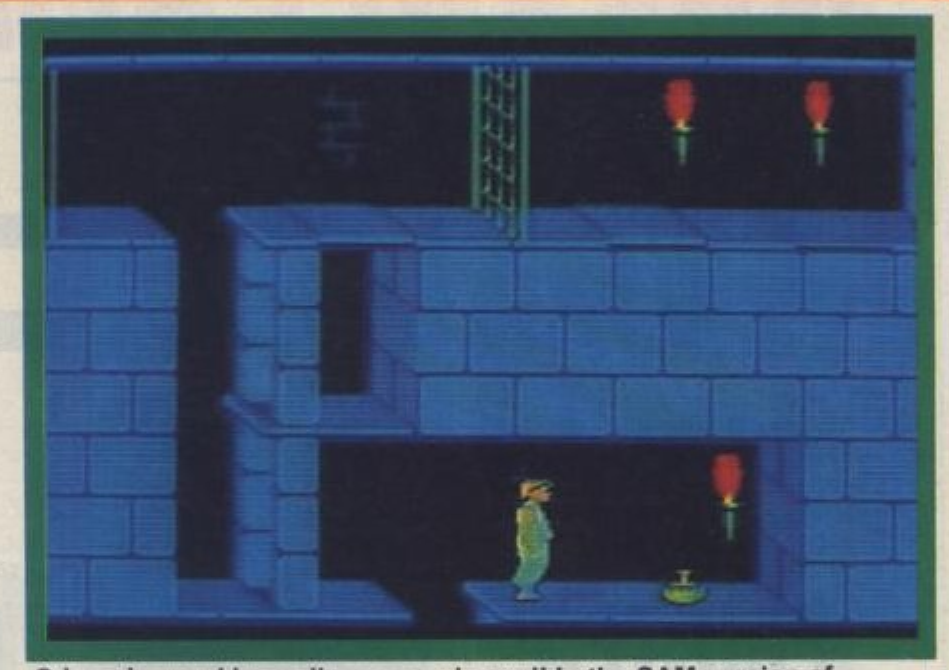
SIZZLING SOFTWARE

There's been a real explosion of software onto the SAM this month with the release of the excellent *Prince Of Persia* and the equally impressive *F-16 Combat Pilot*. Both games have been a great success on the 16-bits and now you can enjoy SAM versions with graphics and playability equal to that of the originals!

In *Prince Of Persia* you take the role of a brave hero, out to rescue his true love from the hands of the evil Jaffar. He's thrown you into his dungeons and given the Princess a choice, and an hour to decide: marry him or die. You explore the dungeons, collect a sword and fight off the guards to make it to the Princess within the hour.

The game has over ten levels of action, full of deadly spikes to avoid, holes to jump and secret locks hidden in the floors. It's one of those games that doesn't look impressive in screenshots, you have to play it to appreciate the animation and playability. The prince runs, jumps and sways from side to side with perfectly smooth animation. The original 16-bit sprites were all modelled on live action, that's how they've come to look so good.

Prince is by the **SAM Co** software house **Revelation** and published by **Domark** at the end of June for the measly price of £14.99 (ten pounds cheaper than the 16-bit equivalent!).



● Leaping and bounding, erm, abound! In the SAM version of Broderbund's *Prince of Persia*

Look out for the full review next issue.

If simulations are more your cup of tea then shout 'tally ho!' for *F-16 Combat Pilot*. This is another game that uses Atari ST graphics and Spectrum code to produce a first class SAM game. It won the award for Best Flight Simulator at the European Computer Leisure Awards '90.

F-16 lets you take control of one of the world's finest multi-role aircraft, from ground attack to air interception. It certainly looks impressive with the option of either solid fill or line vector graphics.

F-16 is also by **Revelation** and published by **Digital Integration**. Released towards the end of June it's priced at £16.99 on disk only.

Deals are being struck (ouch!) as you read this with the French software house **Infogrames** and **Ocean** to convert even more great games to the computer. Titles mentioned have been *North and South, The Light Corridor, Rainbow Islands, Pang, RoboCop* and *Navy SEALS*. Although none of these are definite yet, the willingness of these companies to have their games on the Coupé is a sign of good things to come.

CHEAP AND CHEERFUL

There may be a lack of commercial software on the SAM at the moment but the Public Domain and disk magazine market more than makes up for it. At the last count there were literally hundreds of disks, many packed to the brim with games, demos and utilities.

One of the latest lists to fall on my desk was from **Fastline PDL**. They currently have 42 disks in their library so you'll be spoiled for choice. Many of the disks are available from other libraries but there are quite a few I hadn't seen before.

Each disk from Fastline costs £2.00 with the exception of the multi-disk demos which are a little more expensive. To learn about all this great software send an SAE to **Fastline PDL, 1 Ryelands Place, Kilgetty, Dyfed, Wales SA68 0UX** and ask for a list, or alternatively you could supply a disk and get the freshly updated disk catalogue.

SAMPLER UPDATE

After my piece on the **Blue Alpha Electronics** Sound Sampler last month, I learned they're planning to update the software to allow better editing and manipulation of the samples. One of the biggest drawbacks with the version I had was that once you had sampled a sound the facilities for playing it back and editing it were limited.

The updated software will allow users to double the amount of sample time available, edit the waveforms on screen, give more flexible looping and have multiple samples in memory. This software will be supplied with all new samplers and given out free to existing users.

More hot news from the stables down on Ynysforgan Farm (try saying that after a few pints). Now they have a product called the **Joymouse** ready for release. It's a mouse that plugs into the joystick port of your Coupé and can be used with any joystick driven piece of software. This means it's instantly compatible with *Flash!* and the MIDI Sequencer as well as any games that use joystick. This is the sort of product that the SAM has been waiting for and you can get yours for £41.99, including postage and packing, from **Blue Alpha Electronics, Ynysforgan Farm, Morriston, Swansea SA6 6QL**.

STOP PRESS!!

The **SAM Messenger** arrived just too late for an in-depth report this issue. For those who don't know, it's an interface that plugs into a SAM and a Spectrum that allows you to port over games from one computer to another and play them instantly. More next month...

Until then, keep sending your SAM info to: Newsfield, Nick Roberts, SAM PAGE, Ludlow, Shropshire SY8 1JW.

● It's that clasic SAM game, *Give a Dog a Bone*! (Oi! Clear off Nick, you wrote the caption and the so-called 'game')



● Looking like a perfect match to the Atari ST version, SAM gets its own *F-16 Combat Pilot*



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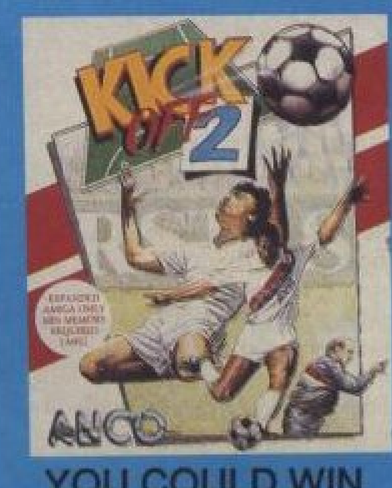
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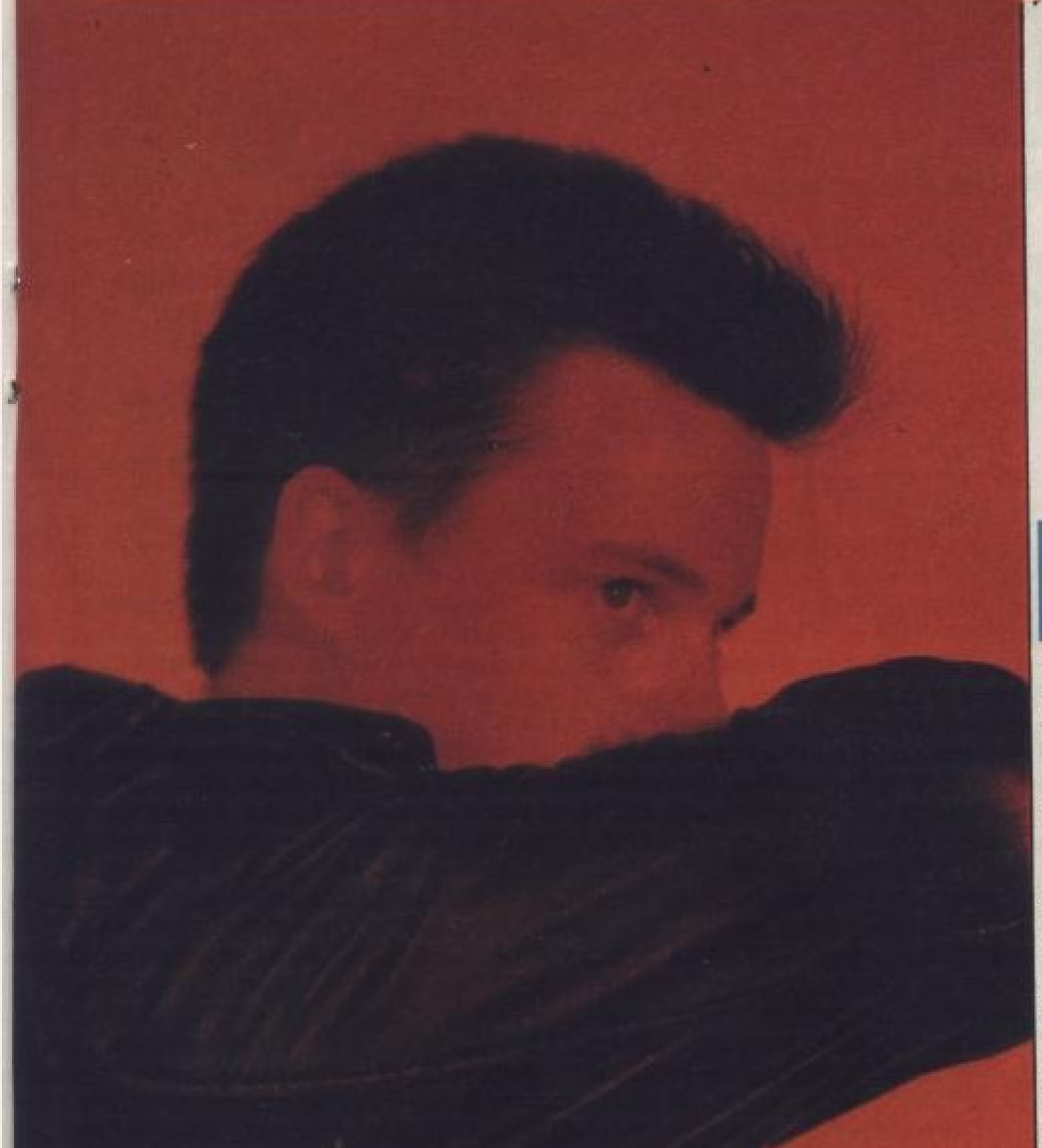


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Nick's PLAYING TIPS



Doesn't time fly when you're having fun? It doesn't seem a year since I was rabbiting on about how becoming 18 was so fantastic and I could now go into a pub and down me Guinness. Here I am a year later, older and wiser. I now realise that passing the 18 barrier only means you have to pay the dreaded poll tax and get lots of rubbish junk mail about 'The New Littlewoods Deluxe Catalogue' and the like. What would I give to be back at school again...

Well, what have I got to tempt you this month, then? For all tippers with a Multiface utility there are hundreds of Multiface POKEs for all the latest games, the rest of the codes for that brilliant *Night Shift* and a fantastic map of the great Code Masters game, *Slightly Magic* (and the solution that I promised you last month!). So get reading.

NIGHT SHIFT

The codes and tips printed on this game a few issues back gave everyone a good start. Now Michael Ward **of Sevenoaks and** Jonathan Zowndes **of Redrath have got the codes up to level 30, the last level!**

Shift 11: BANANA/PINEAPPLE/CHERRY/PLUM
Shift 12: CHERRY/PLUM/BANANA/PLUM
Shift 13: PLUM/CHERRY/BANANA/PINEAPPLE
Shift 14: PINEAPPLE/CHERRY/PLUM/BANANA
Shift 15: PLUM/PLUM/PINEAPPLE/PINEAPPLE
Shift 16: BANANA/BANANA/PINEAPPLE/BANANA
Shift 17: BANANA/PLUM/CHERRY/PLUM
Shift 18: PLUM/LEMON/LEMON/PLUM
Shift 19: LEMON/PINEAPPLE/CHERRY/PLUM
Shift 20: CHERRY/PINEAPPLE/PINEAPPLE/CHERRY
Shift 21: LEMON/CHERRY/PINEAPPLE/PINEAPPLE
Shift 22: PLUM/LEMON/CHERRY/BANANA
Shift 23: PLUM/CHERRY/CHERRY/LEMON
Shift 24: PLUM/PINEAPPLE/LEMON/LEMON
Shift 25: BANANA/PINEAPPLE/PINEAPPLE/LEMON
Shift 26: PLUM/CHERRY/CHERRY/BANANA
Shift 27: BANANA/CHERRY/LEMON/BANANA
Shift 28: LEMON/BANANA/BANANA/PINEAPPLE
Shift 29: CHERRY/PLUM/CHERRY/PINEAPPLE
Shift 30: CHERRY/CHERRY/BANANA/PLUM

PANG

What happens when someone goes mad with a bottle of bubble bath? *Pang*, that's what! You need lots of practise to get past the first couple of levels in this game. I bet a little help from Simon Gould **wouldn't go amiss, either.**

● ICONS

Clock: Freezes the balloons and is extremely useful to have!
Gun: The best weapon available, good for blasting big balloons.
Double Rope: This gives you two ropes, it's good but not that good.
Grappling Hook: Can be good or bad. It all depends on which level you collect it on.
Dynamite: For God's sake don't collect this when there are three or four large balloons on the screen! You'll be sorry!
Banana: Gives you a random amount of points.

● GENERAL TIPS

1 ☆ Take your time. If you take it really slowly and the time runs out you don't lose a life, so why rush?
2 ★ Don't tempt fate by breaking up too many balloons at once, just concentrate on a small area at a time.
3 ☆ Don't be tempted to rush out into open space to collect a gun or clock icon, you might get a giant balloon on your head!
4 ☆ If need be, pause the game at the beginning of a level and take a look at the screen. Rushing will only mean the loss of lives.

CHEEKY CHEETS with MC Nicko!

Aquasquad
Hold down SYMBOL SHIFT and C then enter 726549 for infinite lives.

Sea Hawk
The codes for the other levels are 090166 and 270872

Interalia
The code for the second level is STONEROSES and to cheat type in the code MANTOCHILD.

Cavemania
Type in ROK as your name and you should be blessed with infinite everything.

MULTIFACE POKES

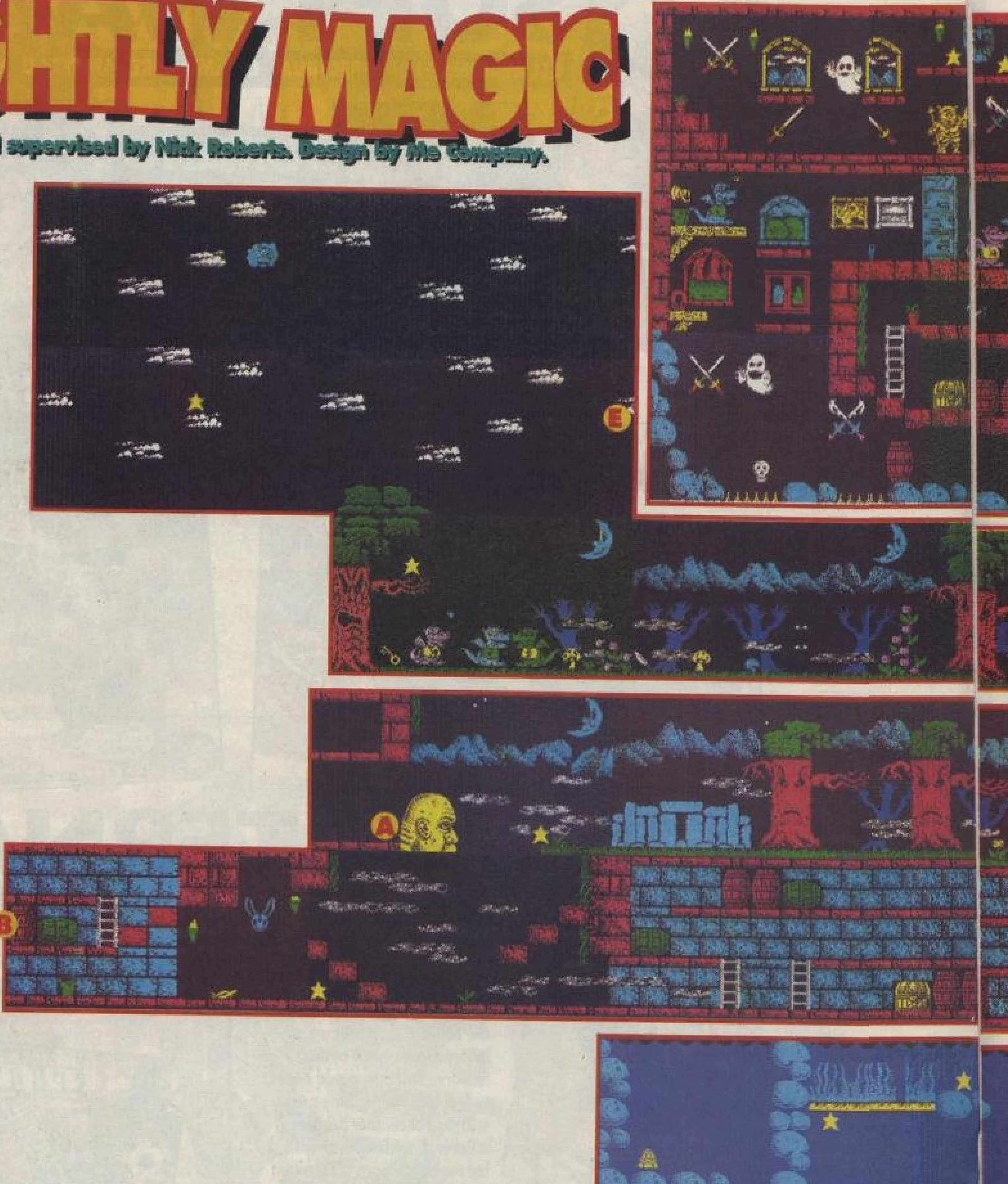
Having to search through countless back issues for that illusive POKE is a real pain for Multiface owners, so to help you all out I have compiled this list of POKEs on all the recent top games. If the POKE starts with a five-figure number (eg, 31523,0) then you use the POKE in text mode on your multiface. If it's a four-figure alphanumeric number (eg, 8A84,0) then you need to go into hexadecimal mode before you can use it.

Alien Syndrome — B98F,00; B870,00 — Invincible and infinite lives
Arcade Fruit Machine — 8DAA,FF; 8DAB,01 — Infinite credits
Assassin — C9AA,0 — Infinite lives
Atom Ant — C0E8,0; C124,0 — Infinite lives
Batman The Movie — 24336,201; 24881,201; 24973,52 — Invincibility, infinite lives and no timer
Black Tiger — B3F1,0 — Infinite lives
Blazing Thunder — 8813,0; 8246,0 — Infinite lives
Blinky's Scary School — D0D0,0 — Infinite lives
Bomb Fusion — 8A84,00 — Infinite lives
Butch Hard Guy — 8A40,0 — Infinite lives
Cabal — (48K) 31651,255; 31668,255; 40530,57; 40531,57 — (128K) 31497,255; 31514,255; 40418,57; 40417,57 — Infinite everything
Championship Run — E2D6,18; F02A,C3 — No timer
Chase HQ — 9C01,00; B0A5,00 — No timer and infinite credits
Chuckie Egg — 8A7C,0 — Infinite lives
CJ's Elephant Antics — F50E,0 — 255 lives per level
Coloseum — BD90,0 — Infinite lives
Crackdown — 81ED,3E — Invincible
Dan Dare III — E47E,0 — Stop timer
Darius+ — 997B,0 — Infinite lives
Deja-Vu — C472, 00 — Infinite lives
Deja-Vu The Remix — C478,0 — Infinite lives
Delta Charge — 9F4F,0 — Infinite lives
Dick Tracy — 6DE3,C9; 6E05,C9; 6E21,C9; 6E95,C9 — Immunity
Dizzy 3 (Treasure Island) — F619,0 — Infinite lives
Dizzy 4 (Magicland) — 73B6,0 — Infinite lives
Double Dragon 2 — 7156,0 — Infinite lives
Dragon Ninja — 38918,0 — Infinite lives
Dragon Spirit — 54498,0 — Infinite lives
Edd The Duck — 6391,0 — Invincible
E-Motion — (48K) 872A,0 — (128K) 9E0C,0 — Infinite lives
Extreme — D62E,0; D075,0 — Infinite energy and weapons
F-16 Falcon — AD23,0; 7B4C,0 — Infinite lives and ammo
Firelord — 86CC,0; 9C26,0 — Infinite lives
Fruit Machine Simulator 2 — F3FC,FE — Infinite credits
Future Bike Simulator — 9572,3C — Infinite lives
Galaxy Force — B9B6,23 — Increased energy
Gemini Wing — 38554,0 — Infinite lives
Gremlins 2 — 90CF,FE — 255 lives
Guardian Angel — E67D,0 — Infinite lives
Guardian II — C439,0; C503,0 — Infinite and bombs
Gun Runner — C013,0 — Infinite lives
Ghosts 'N' Goblins — 8606,0 — Infinite lives
Ghouls 'N' Ghosts — (48K) 8A3B,0 — (128K) 8A3E,0 — ENTER to turn collision detection off, L to skip level
Hard Drivin' — A3C6,00 — No timer
HATE — CFFE,0E — Infinite energy
Hong Kong Phooey — 8167,0; 8168,0 — Infinite lives
Impossamole — D0B8,0 — Infinite energy
Italian Super Car — 866F,0; 729C,0 — Infinite time and lives
Joe Blade 3 — 93EB,0 — Infinite energy
Jungle Warfare — C823,0; 9DBC,0 — Infinite ammo and men
Kamikaze — 6FA5,0 — Infinite lives
LA Drugs Bust — D49E,0; E0B1,0; E1CE,0; D3E8,0; C334,no of men to shoot — Infinite lives and ammo
Lop Ears — 878E,C9 — Infinite lives and invincibility
Maganova — 7E7E, 00 — Infinite lives
Miami Cobra GT — A87A,0; A556,0 — Infinite turbo
Mr Heli — 55827,254 — Infinite lives
Myth — DDB6,0; DDB7,0 — 255 lives
NARC — 8940,0 — Infinite credits and lives
Operation Thunderbolt — (Player 1) A7A6,30; A7A7,3C; A7A8,00; A7A9,00; (Player 2) A765,3D; A766,3C; A767,00; A768,00; A0E7,80; A0E0,80 — Infinite lives and ammo
Outlaw — 95FB,0 — Infinite lives
Pang — 8A6D,0; 8A8D,0 — Infinite lives
Rainbow Islands — FE57,0 — Infinite lives
Rally Cross — 41458,0 — Infinite credits
Rastan — 9D4C,0 — Infinite lives
RoboCop — 976D,0; 99CB,C9 — Infinite lives and no clock
Rock — A634,0 — 254 cars
Rock and Roll — A1CF,00 — Infinite lives
Ruff 'N' Reddy — 8BCB,0 — Infinite lives
Saigon Com 1 — AA08,0; AA6E,0; AA82,0 — Infinite everything
Saigon Com 2 — AAD4,0; AB3A,0; AB4E,0 — Infinite everything
Score 3020 — AF5E,0 — Infinite lives
Shadow Warriors — F2BC,0 — Infinite credits
Slightly Magic — A00F,00 — Infinite lives
Snowball In Hell — 8D55,3C; 8FA2,3C — Infinite lives
Solar — 5F70,0 — Infinite lives
Solaris — 8768,0; 8769,0; 876A,0 — Infinite lives
Sonic Boom — 7C44,0 — Infinite lives
Space Harrier 2 — 9FC9,0 — Infinite lives
Speedboat Assassins — 8DB4,0 — Infinite lives for player one
Spherical — ABA1,0 — Infinite lives
Switchblade — 964B,0; 99B1,0 — Infinite lives
T-Bird — 97A0,0 — Infinite lives
Time Machine — B986,0 — Infinite lives
Toobin' — F119,00 — Infinite credits
Tornado ECR — D3A3,0 — Infinite lives
Turbo Out Run — 9F02,00 — No timer
Turrican — 6FFE,0 — Infinite lives
Tusker — 38627,0 — Infinite lives
Untouchables — 28766,201 — No timer
Vigilante — 40089,254 — 255 lives
Wizard Willy — 8B26,00 — Infinite lives
Yogi Bear and Friends — E350,0; DA89,0 — Infinite lives and sweets
Yogi's Great Escape — 8321,3C — Infinite lives
Zanthrax — 47040,0; 47041,0; 40250,64 — Increased money and lives


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SLIGHTLY MAGIC

● Map compiled and supervised by Nick Roberts. Design by Me Company.



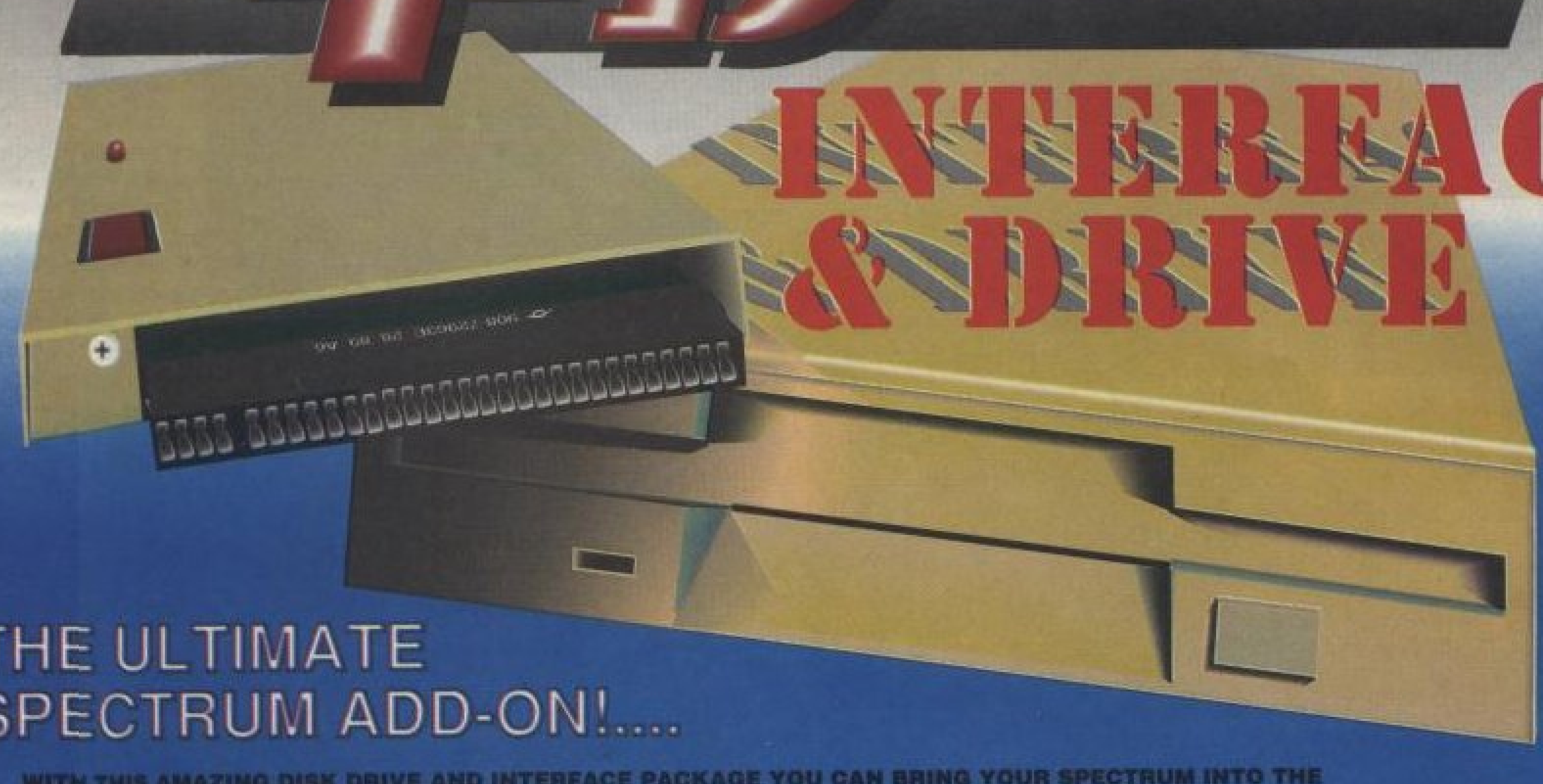
Casting spells can be tragic, if you're only *Slightly Magic*. But don't despair if you got the wrong potion, Nicko's here with the complete solution! Well it came from Ben Gardner of Nottingham really, but I couldn't get his name to rhyme (you couldn't get potion and solution to, either! —Sub Ed).

R, get bucket, l, give bucket to dragon, l, get bucket, get as near as you can to dragon (without getting killed) then give him the bucket. Get bucket and magnet, d, drop magnet, get pile of stones, r, give pile of stones to the rock monster, l, get magnet, u, r, r, give bucket to dragon. R, u, r, d, use magnet above pin, u, get fright spell, l, l, d, l, read spellbook, l, d, r, pop bubble with pin. L, u, r, get wand, l, d, l, get skull, u, get megaphone, r, r, r, u, r, d, jump onto ladder, l, l, use fright spell on spooks, get hearing spell, d, l, u, use hearing spell, l, jump onto platforms then jump right, r, get flea spell. L, l, fall down, r, d, get flea collar, r, r, u, l, d, l, u, r, use flea spell next to big Brian, d, l, get watering can, l, l, get fish spell, r, jump onto ladder, r, jump onto ladder, l, l, l. Use watering can on plant, r, r, get pair of scissors, l, l, u, r, r, r, cut string, get goldfish bowl, l, l, l, d, get watering can, u, r, r, use watering can on yellow stuff on ground, use fish spell. D, l, get explosive spell, r, drop explosive spell, l, d, go left then up, get jelly, d, go right then up, r, r, go down in first cavern, l, give jelly to jellyfish. D, l, get plunger, r, r, u, r, u, l, get explosive spell, r, go down in second cavern, d, l, use explosive spell, drop fish spell, l, get candle and flight spell. L, d, l, l, drop candle near elves, get feather, r, r, r, fly up and get water pistol, press down (to stop flying), l, l, l, l, use water pistol on dragon, u, l, u, get cook spell, r, d, d, drop cook spell. Get key, r, r, r, r, drop key on trap door, l, l, u, get dead mouse, r, d, r, d, get as near as you can (without getting killed) to the bottom cat and give him the dead mouse. Get vanishing cream, u, l, l, u, get invisibility spell, r, fly up to witch and use invisibility spell, get spoonful of sugar, d, l, l, l, get cook spell, r, r, r, r, give cook spell to Hansel and Gretel. L, l, get penny, r, r, r, drop penny into well, d, d, d, d, l, d, d, d, d, get onto table and jump right, d, jump left, get suntan lotion, r, fall left, d, jump right from table, d. Give dragon suntan lotion and you've just completed *Slightly Magic*!


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ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

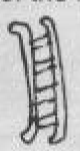
This game is brilliant on the SAM Coupé, packed with great graphics and totally addictive. All SAM owners should not be without a copy. To help you all out here is the low down on all the enemies, blocks and icons in the game.

Slave: Touch to rescue.



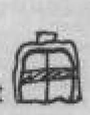
Slave in sleeping pod: Blow up the nearby control box to wake the sleeping beauty.
Switch: Removes the barrier at the bottom of an escalator.
Escalator/Ladder: Allows access to the next level of the factory.



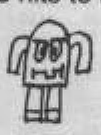


Spikes: Retract every few seconds.

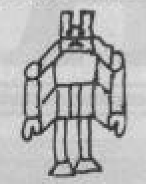


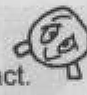


Entrance door: Opens to let destroyer robots in and out.
Electric pad: Kills on contact.
Electronic box: Blow up for points.
Cabinets/Lockers: Contain an icon to pick up.
Destroyer Robot: Fire bolts at you. 4-6 hits to kill.

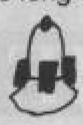


Patrol Robot: Walks around the room. 6 hits.

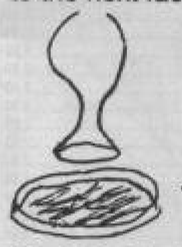


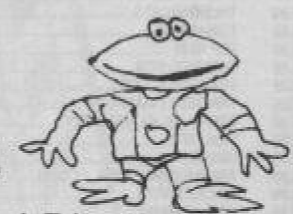


Madballs: Kills you on contact. Indestructible.
Guard robot: Appears if you wait too long on a screen. 1 shot.



Portomatic transporter: Takes you to the next factory.





Giant Sentinel: Takes continuous shooting and bombing to destroy. When killed it leaves eight laser pods!

narc

Yuk! Lots of blood and guts flying everywhere in this little beauty. To make sure it doesn't belong to you take a look at these maps of each level and the info on each of the nasties you will encounter.

Level 1 ■ The Junkyard

Drug Pushers — The most common type of enemy. They follow you around the screen only pausing to shoot. Fairly easy to bust so go ahead and collect all those juicy points!

Level 1.2 ■ The Pipeline

Drug Pushers
Dogs — These are savage beasts that head straight for you and attack. They knock off big chunks of your energy. Crouch down and shoot them.

Level 1.3 ■ The Junkyard (Part 2)

Drug Pushers
Tips: Bust as many people as possible to get a meaty bonus at the end. Don't use missiles as you'll need them later. Duck down for 1.2 to shoot the dogs. The safe card is at the end of the level.

Level 2 ■ Krak Street

Drug Pushers
Spike Rush — Throws drug-filled syringes which, if they hit you, stun you for a while leaving you vulnerable. He can be busted but it's easier to shoot him.

Level 2.2 — Krak Stop

Dogs
Spike Rush
Tips: Shoot the glass containers for extra points. Collect the blue safe card to get off the level.

Level 3 ■ The Sports Car

There's hardly any scenery in this level. Just get in the car and move to the bottom of the screen. Once there go flat out to the end of the level, collect the safe card and go through the exit.

Level 4 ■ Sunset Strip

Drug Pushers
Kinky Pinky — Armed with a knife. A formidable foe who has a nasty habit of grabbing 'young ladies' and running away with them. Blast him before he can get away and then protect the girl.

Level 4.2 ■ Kinky's Top

Kinky Pinky

Level 4.3 ■ Sunset Strip (Part 2)

Drug Pushers
Kinky Pinky
Tips: Don't kill the women. Shoot the Kinky Pinkys as soon as they come on screen. Go through door 3 to get the silver card then through the exit.

Level 5 ■ Sky High's Lair

Sky High — Mr Big's resident Rambo man firing his machine gun. He's best taken care of with a few bullets.

Level 5.2 ■ The Greenhouse

Sky High
Dogs
Joe Rockhead — He's a nasty character, needs numerous shots to kill and has a bad habit of throwing things at you. Don't go near him.
Tips: Stand on the lines in the middle of the road and shoot. This way you should kill all the gunmen.

Level 6 ■ Down Town

Drug Pushers
Dogs
HQ Guards — Dressed in smart white suits they run around (often in groups) occasionally shooting at you. A well placed missile or a few bullets is all you need.

Level 6.1 ■ The Cold Sector

HQ Guards
Dogs
Drug Pushers
Mr Big — Shoot to kill initially. He'll appear in a wheelchair. Use a missile to blast him away then shoot that frail figure running away from the wreckage. Having done this you'll enter his lair where he reappears. Loads and loads of blasting is required to see him off. Watch out for the tongue — it spits!
Tips: Shoot all members of the posse who should leave missiles. Collect these to use against Mr Big.

Level 7 ■ Mr Big's Lair

Mr Big

WELL BATTER MY SCALLOPS, IF IT'S NOT THAT RUDDY POKEMANIA!

This month Turbo Mason Esq has lined up:

Extreme — infinite energy and weapons
Lop Ears — infinite carrot power and invincibility
Tornado ECR — infinite lives
Butch Hard Guy — infinite lives
LA Drugs Bust — infinite lives and ammo
Helter Skelter — infinite lives and no timer

There's another month's worth done. I think I deserve a rest now, so I'm off on my holidays. Don't panic though, I'll be back in time to bring you all your hints, tips, maps and cheats on the latest games. That is as long as someone sends some stuff in! Send all your work to: NEWSFIELD, NICK 'BIRTHDAY BOY' ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

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excellent CITY

How many times have you seen a review in CRASH and thought 'Wow, that's a skill game, I'll go out and buy it', only to find it's not on the shelves yet. Or, if you've got some dosh, just can't decide which game to buy? Help is at hand, shoppers! You've just bought a first class ticket and arrived at Excellent City, where the best games of the last few months live. Here's MARK CASWELL, who pipes 'Prepare to be dazzled (dudes)!'

NIGHT SHIFT

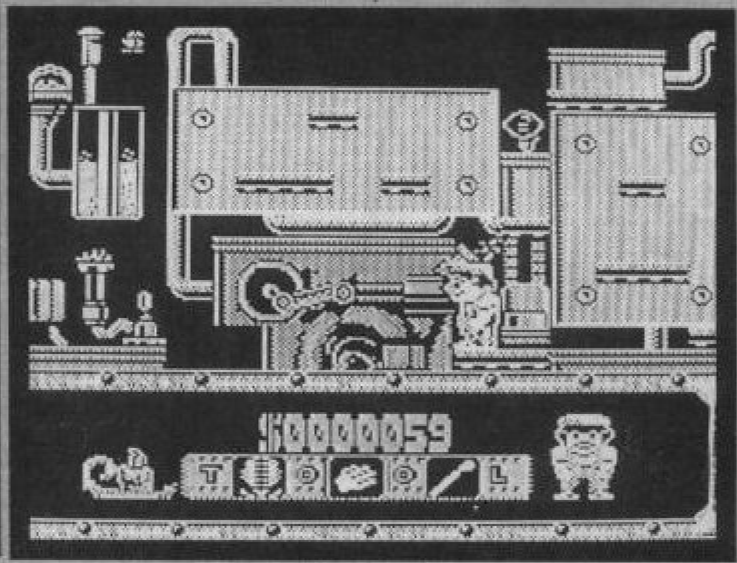
US Gold ■ £10.99

★ *Night Shift* employs you as a factory hand in the Lucasfilm(™) toys factory. As either Fred or Fiona Fixit, you must produce a set amount of character toys within the time limit or be fired.

The Beast is the machine that builds the toys, although it often breaks down. But you and your handy tool box come to the rescue, so (hopefully) production is kept at the optimum.

Gameplay is like a chaotic puzzle game combined with platform-leaping action (strange, I know). The first few levels are simple to complete but as you go on more and more goes wrong with the Beast — it's enough to send you slightly mad (bibble, bibble). It's great fun to run up and down the Beast fixing all the faults that crop up but it's frustrating when a million things go wrong, usually all at once. It received a 96% rating (one of the highest marks in recent months) and deserved it, too. A 'must-buy'.

Overall 96%



WRECKERS

Audiogenic ■ £10.99
128k only

★ Due for release as we speak, *Wreckers* is set on an outpost space station called Beacon 04523N, which keeps starships from smacking into asteroids, black holes and the like by beaming navigational data to them. It's up to you, as one of the Beacon's Keepers, to make sure it keeps transmitting. But there's trouble coming, in the shape of an invading swarm of Plasmodians — slimey lumps of alien goo — who enjoy destroying *anything*.

You stomp around the scrolling, isometric 3D scenery eliminating Plasmodians with your trusty laser before they trash the place. But that's not all. On top of that you have to keep the Beacon functional (which means playing a puzzle game) and then there's the army of droids which can fight, clean and repair for you. It's all a bit complicated but hugely entertaining and there's never a dull moment! It's an excellent game, one of the best arcade adventures for ages!

Overall 93%



HEROQUEST

Gremlin ■ £10.99 ■ £15.99

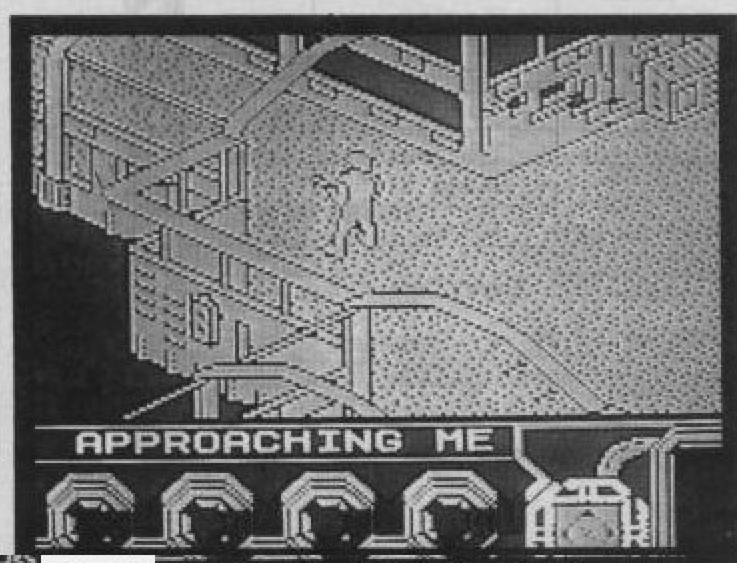
★ This is it, the computer adaptation of the best-selling board game, and it's great. You can play with up to four characters (players) — pick from Barbarian, Dwarf, Elf or Wizard. Each character has their own strengths and weaknesses, and most have magical powers.

The objective is to attempt the 14 different missions that take place in the dungeons of Morcar, the nastiest villain around (boo, hiss). The locations are displayed in isometric 3D and the characters controlled entirely by clicking a cursor over icons.

Throughout each mission, Morcar's evil henchthings attack without mercy, although the outcome of battle is decided by the fall of 'dice' rather than a thwack or three on the fire button.

Although there's always lots going on, don't expect an action-packed game — it's a proper animated graphic adventure. *HeroQuest* brings a great roleplaying tradition to your screen in early June.

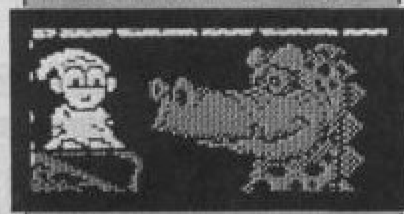
Overall 93%



AND, THE BEST OF THE BUDGET

SLIGHTLY MAGIC

Code Masters ■ £2.99



Colourful and cartoon-like graphics really bring *Slightly Magic* to life. It's an arcade adventure in the *Dizzy* mould, with a great array of easy-ish puzzles set in a medieval land with lots of dragons. Rewarding to complete (which won't take too long), it's classic budget game material.

Overall 78%

PANIC DIZZY

Code Masters ■ £2.99

One of the first decent puzzle games at a decent price. Help Dizzy slot falling shapes into a controllable conveyor belt which scrolls along the bottom of the screen. Misplace a shape and the pipes, from which the shapes fall, are lowered, making gameplay faster and chaotic. Excellent fun for puzzle fans with good eye-to-hand coordination!

Overall 80%



SCOOBY & SCRAPPY DOO

Hi-Tec ■ £2.99

Control pup Scrappy through four scrolly levels of platforms and all sorts of obstacles to rescue Scooby. There are many attackers which Scrappy can deal with his puh-puh-puppy power and a sharp right hook! Addictive, entertaining and hassle-free gameplay make for one hell of a playable game.

Overall 90%

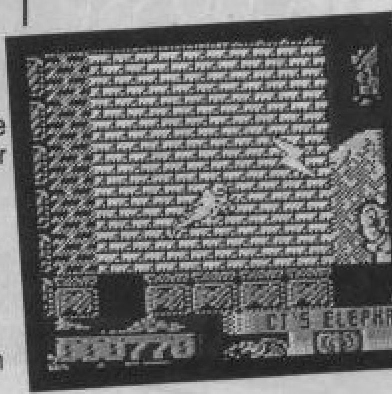


CJ'S ELEPHANT ANTICS

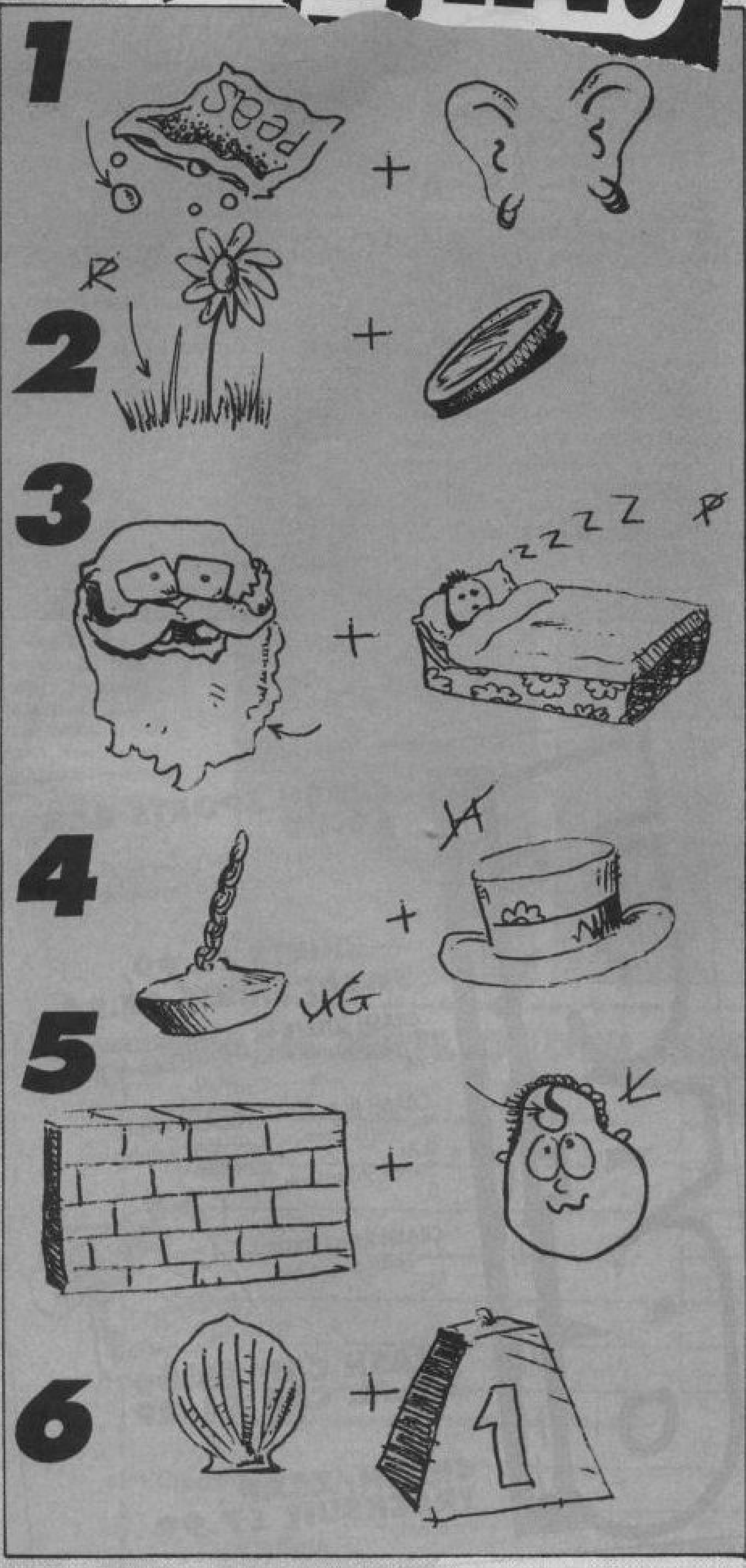
Code Masters ■ £2.99

Platform action over a huge scrolling map, gameplay akin to *New Zealand Story* for one or two players, controlling athletic elephants! A great arcade romp packed with colourful graphics and addictive gameplay, *Elephant Antics* presents a huge challenge, too.

Overall 81%



PUT THE BOOT IN!



SPOT THE SOCCER STAR AND...
- **WIN AN ENGLAND FOOTBALL SIGNED BY THE SQUAD!**
- **WIN GAMES TOO!**
- **'HERE WE GO', EH GRANDSLAM?**

Soccer — it's the nation's favourite sport! And there's nothing the CRASH team love more than to playing a match on a Saturday afternoon. 'Hem, 'hem. Well, that's a fib because what we really love doing more than anything on a Saturday afternoon is doing anything but play a game of football. Soccer is far too much like 'hard work' and 'exercise' for us lot. Sitting in front the telly, feet up, watching other people belt up and down a pitch is more like it!

Oh yes, we really get into the swing of things. Nicko even **brings along a few rolls of loo paper to chuck across the room every time a goal is scored (which he combines with the rousing cry of 'goooooooooooaaaaall!!!!'). He became so excited on one occasion that, after a match, he went outside and beat up an innocent passer-by! Unfortunately, that innocent person was none other than his tonsil-tennis partner, Julie (resulting in Nicko being chucked out of Snog City for a week).**

Anyway, we're digressing (what's new —Ed). We should be here talking about footy and, indeed, footy for your Speccy. And here comes the ideal game for that subject: it's Grandslam's **soon-to-be-released *England Championship Special*!**

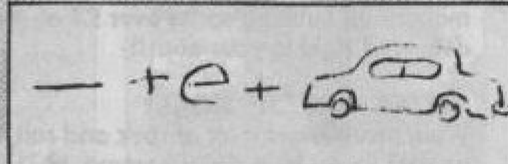
WHY'S IT SPECIAL, THEN?

For a start it's the only soccer game officially endorsed by the England team and manager. Coo, eh? It's an all-action game (no messy management bits, hurrah!) and promises realistic matchplay, team selection based on realistic skill factors and current players' form, and gives you the chance to decide footballing history!

How do you do that? Well, for a start, you could try helping England to win in the European Nations' Cup beating teams such as Germany, Italy, France or Spain; you can choose the groups and teams but the results are down to you and your computer footballing skills!

It all sounds rather smart, doesn't it? And this is your chance to win a copy of the game! Yipppeee! In fact, we've got 12 copies of the *England Championship Special* to give away (or any other Grandslam **game you'd like) as prizes in this compo. But the first prize on offer is very, very, very special! It's a football signed by the entire England squad and it's worth about £500! A collector's item no less!**

To be in with a chance of winning said desirable item there's a puzzle for you to solve. What you have to do is discover the surnames of seven England players from the picture clues given here. Okay, so you get the idea, we'll do one for you. Here's the picture clue:



Let's see, what have we got here? Well, there's a LINE and an E and a CAR. Stick 'em together and what have you got? Yes! Of course, it's Brian Robson (You clot! It's Gary LINEKER —Ed). Not difficult in the slightest. Get the remaining six, fill the surnames in on the coupon and send it (once you've filled in your details) to: Newsfield, EN-GER-LAND! EN-GER-LAND! GOOOOOAAAL! COMPO, CRASH, Ludlow, Shropshire SY8 1JW. **Entries here by July 18. Abide, as always, by the ref's compo rules or we'll blow the whistle on you. Got to go now (to the shops — the loos appear to have all run out of paper. Hummmm).**

Can't out-smart me! I'm dead skill and have worked out that the six soccer stars are:

1 ● **Mr M.** ....
2 ● **Mr P**..........................
3 ● **Mr P**..........................
4 ● **Mr D**..........................
5 ● **Mr D**..........................
6 ● **Mr P**..........................

Name..
Address...
....
....Postcode ....

The Grandslam game I'd like is..
for the Spectrum. Ta.

TRUST US — ALL

ZX SPECTRUM

CRASH gets bigger next month, so carrying it from the newsagents may just break your back. So, why not let the postie do himself an injury by getting him to do all the lugging around and deliver it straight to your door? How do you do that? Simple...

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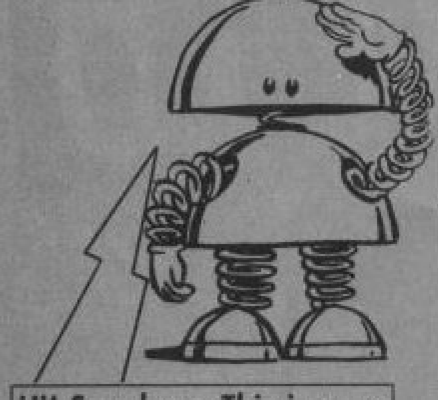
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Access

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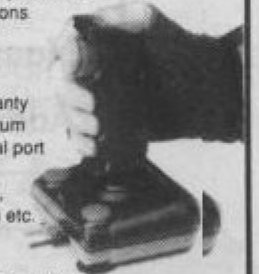


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MAP THE TURRICAN 2 DEMO AND win! win! win!

★ Way-hey! Games, T-shirts, mugs and more to be won!

Turrican! He's back, he's bad and, erm, he's still shooting everything in sight! That's why he's a supersonic superhero and he's returned in style in another mammoth game that looks set to out-blast the original! Rainbow Arts' *Turrican 2* is a huge game — it's spread over 11 levels with death-dealing monsters all over the place and you get a taste of the action this month with the playable demo on the Powertape! And here's a compo to celebrate. And who better to let you know what's happening than Turry himself. Take it away, matey...





Turrican 2
The Final Fight

A CRASH Smash

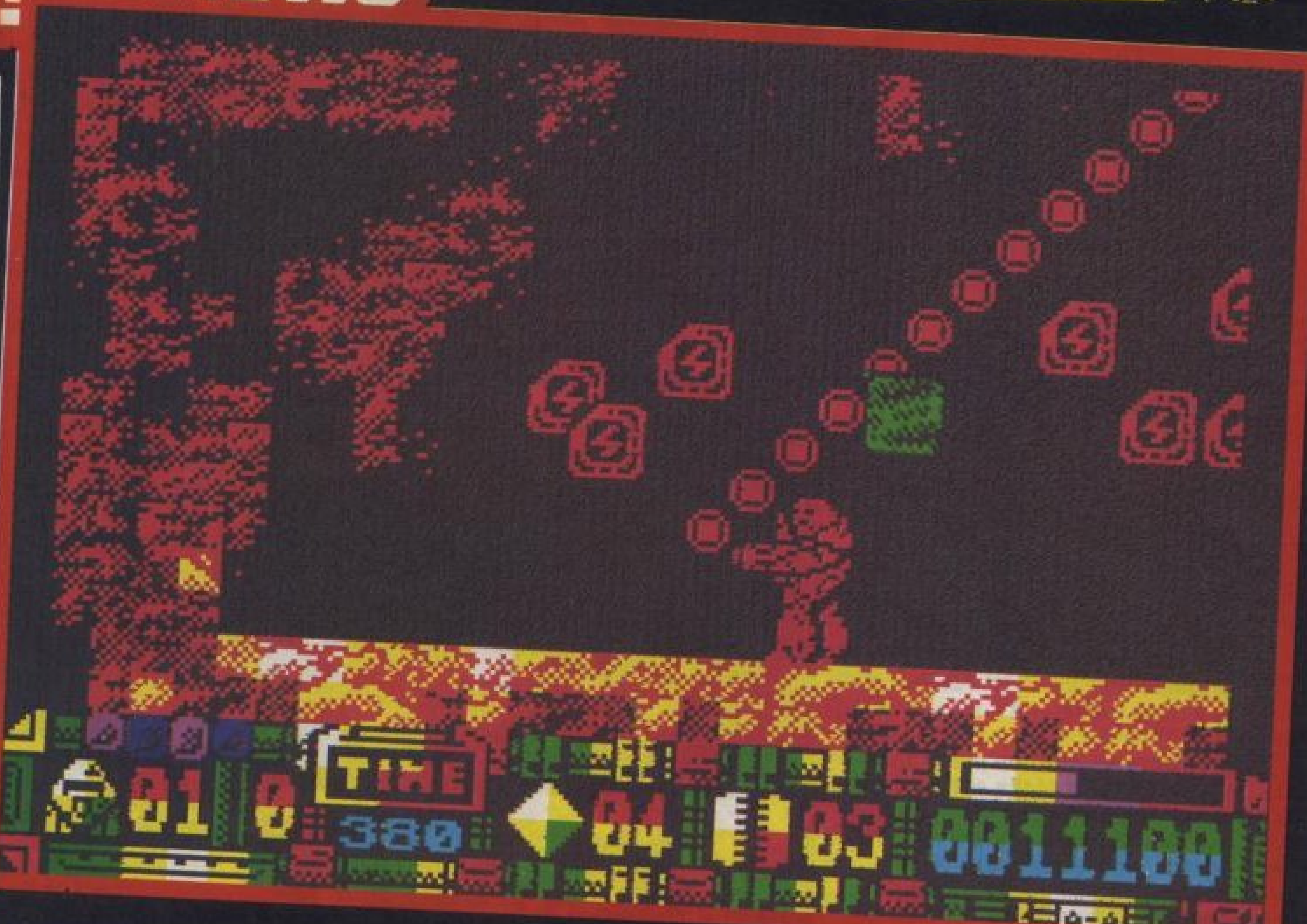
Rainbow Arts ■

After defeating hordes of alien scum in his first conflict, Turrican settled down for a well-earned holiday. Sipping pinacoladas on some Mediterranean beach soon became boring for our hero (well it would, wouldn't it?) and he longed to be blasting again.

Just then, the broadcast of Greek folk music he was listening to was interrupted for a special report. The planet of Landorin was under threat again, from another evil being. Named The Machine, it was stronger and more cunning than anything Turrican had come across before.

Not being one to walk away from a challenge, Turrican set off to Landorin armed with an all-new powersuit. This time his suit has been given a mega 360° laser, useful for wiping out everything in sight. Smart bombs are used instead of grenades and a variety of other weapons can be collected by shooting special aliens and rocks. To help Turrican out of small gaps he can transform into a small gyroscope wheel, which can place mines on the ground.

There are five worlds of arcade action in *Turricam II*. Four have two levels and the other has three, to make a total of 11 levels to play.



● Shoot the hidden block (if you can find it) to reveal a wealth of bonus icons! Hurrah!

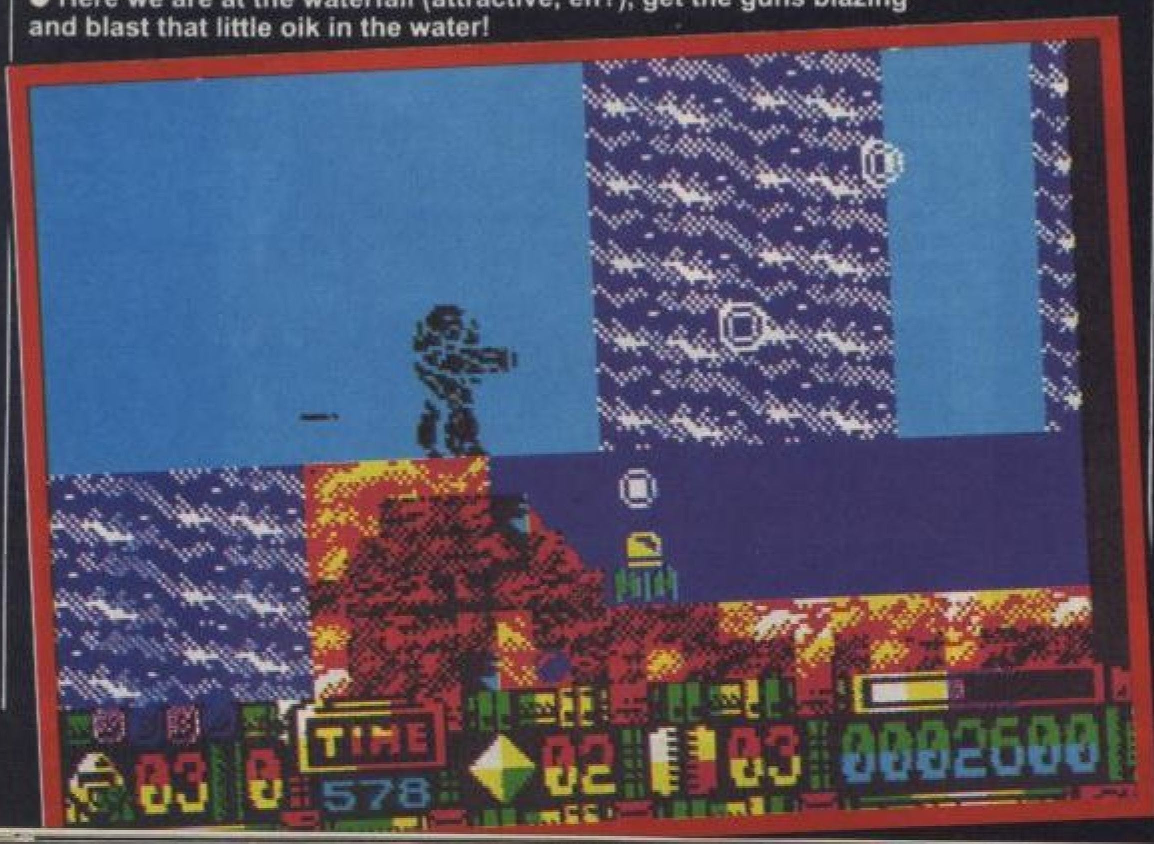
Each new world is as addictive and colourful as the last, graphics and game style changing all the time.

You start off on the planet's surface, where the landscape scrolls in all eight directions. Backgrounds and sprites are jam-packed with colour, so much you'll begin to wonder whether you're playing the Spectrum version of the game!

Aliens come in all shapes and sizes, some walking, some shooting and some flying in an attempt to stop you in your tracks. There's plenty to collect, from weapon add-ons to extra lives and diamonds. Collecting a hundred diamonds will give you a continue play if you die before the end of the level.

You'll never be able to complain about the lack of variety in *Turrican II*. Each level has new monsters and many have two end-of-level baddies to be dealt with.

● Here we are at the waterfall (attractive, eh?), get the guns blazing and blast that little oik in the water!



Reaching world three takes you into a totally different game. The three levels that make up the world are horizontally-scrolling shoot-'em-ups. You control a ship (Turrican's inside it) and have endless aliens to kill plus the rugged landscape to cope with. The last of the levels has a scroll that gets faster and faster while you attempt to guide the ship through small gaps in the scenery!

Turrican II is one of the best games I've played on the Spectrum. The excellently drawn and coloured graphics are a real treat and the vastness of the game will keep you busy for ages. If you enjoyed the first *Turrican* you'll be blown away by this one. Brilliant!

NICK 95%

MARK Hooray, the sequel to one of my all-time favourite shoot-'em-ups is finally here. *Turrican II* is every bit as good as its predecessor, with its brilliant intro tune, fast-paced (and very violent) action and rainbow-hued graphics. All credit must go to Enigma Variations for this masterpiece in Spectrum programming. The wide variety of weird and wacky aliens take their jobs very seriously indeed, especially the end-of-level dragon who knocks you over with the wind from his beating wings. Of course, this wouldn't be a very good shoot-'em-up without a few pick-up weapons, and the old favourites are there along with a few surprises which help make a nice destructive collection. And it isn't all yomping-around, shooting anything that moves, there's a neat *Nemesis*-style zip-along-in-a-spaceship-shooting-anything-that-moves section, too! Will there be a *Turrican III*, one wonders. I certainly hope so!

96%



● Oh, it would appear I've just blasted everything in sight. Time for a bijou restette



● The action can get hectic when Turrican meets one of the larger level guardians

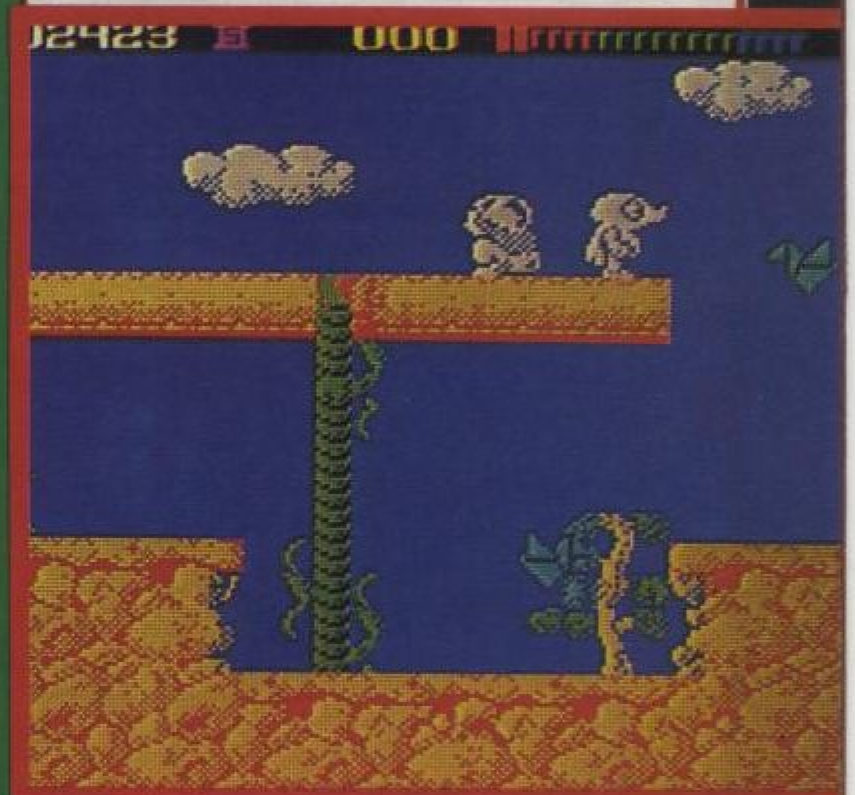
RATING

Possibly one of the best Spectrum games ever.

PRESENTATION	92%
GRAPHICS	95%
SOUND	92%
PLAYABILITY	92%
ADDICTIVITY	92%

OVERALL 95%

IMPOSSAMOLE



● He leaps! He climbs! He flies! But then, he is a super mole (thank heavens)

GBH ■ £3.99 ■ Rerelease

Has anyone not heard of this cute little mole? He's starred in *Wanted: Monty Mole*, *Monty On The Run* and *Auf Wiedersehen Monty*, making him one of the most famous characters on the computer screen. This is the latest of his escapades and has to be one of the best for graphics and gameplay.

You are Impossamole, the superhero of burrowing mammals, and have been chosen by aliens to save their world. To do this all you need to do is collect the sacred scrolls from the five guardians and return them to their rightful owners — a piece of cake!

Compared to other Monty Mole games *Impossamole*'s quite a slow moving game. The little chappy trudges along the screen as if you were playing in slow motion, but it doesn't spoil the action too much and the well detailed and colourful graphics compensate.

A lot of practice is needed to get far into the game. Nasties abound and come at you from all directions right from the start, some following a set pattern and some homing in on you. You're armed (or should that be pawed?) with a good karate chop and super weapons like laser guns and bombs can be collected along the way. Keeping your eyes peeled for energy and point bonuses is also a good idea (pity moles are more or less blind, isn't it?).

Impossamole would be excellent if the gameplay wasn't so tough. Until you've memorised exactly where each enemy comes from and what they do, it can be annoying to play. There's a massive landscape to be explored and many hidden bonus rooms so you get value for money in that department. *Impossamole* is recommended; especially if you're willing to persevere with it, it's a great game.

NICK

RATING

OVERALL 79%

REVIEW



MYSTICAL

Infogrames ■ £11.99 ■ £16.99

Vive le frogs' legs! Vive le chunnel! Vive le escargot! Vive le Infogrames (and their endless stream of odd continental games)! And here's one about magic and stuff.

Apparently, not all magicians are good at the old fireball-chucking larks, and it's a wizard's apprentice you play in *Mystical*. Incompetent isn't a strong enough word to describe your character, as thick as two very (very) short planks is nearer the mark.

While taking one of your last exams, to control a dimensional door, you mistook a cat's tail for rat's tail and ended up decimating a laboratory. The unfortunate victim of your cock-up is the Great Wizard H. All of his potions, scrolls and magical knick-knacks have disappeared into a parallel world and, to avoid being turned into an earthworm or something just as nasty, you have to follow and retrieve them.

Funnily enough, the inhabitants of this world don't seem too chuffed to see you and launch an attack. In your defence you can pick up the formerly lost spells and potions and make good use of them (see, we'll make a wizard of you yet), and a mate can join in as a bodyguard in the shape of a Gollum (who some would say looks not unlike me).

It's a vertically scrolling affair with you and Gollum walking into the trouble that appears from the top of the screen. But beware, other than the magical objects you are powerless, and if your assailants shoot you your energy bar swiftly decreases. Gollum can help here by bouncing on the attackers' bonces.

The potions and spells vary in strength from a pathetic fireball to turning attackers into frogs, snowmen, trees, charred skeletons etc. The plan is to survive long enough to reach the end-of-level pentagram(!), although the occasional evil god appears to give you a hard time.

Infogrames have had a pretty impressive track record recently, but although *Mystical* has very good graphics and sonics, it boils down to just a tarted-up blast-'em-up.

A strange aspect of the game is it automatically starts as a two-player game. You can kill Gollum off if you want to play solo but this makes your job harder.

Initially fun to play, *Mystical* is too repetitive to generate sufficient lastability to make it a worthy buy.

MARK 70%

NICK *Mystical* is a strange game. It plays exactly like any old shoot-'em-up but the wild and wacky graphics give it a highly original look. The spells you collect only last a few seconds and have varied effects on your adversaries, from changing them to leaping frogs to moulding them into trees! Presentation is excellent with colourful screens and a groovy tune; it's a pity the rest of *Mystical* is a bit monotonous. *Mystical* has nothing new or inventive to offer the gamesplayer and is overpriced for what it provides.

66%

RATING

Good, entertaining action but lacks sufficient originality and variation.

PRESENTATION	70%
GRAPHICS	75%
SOUND	78%
PLAYABILITY	60%
ADDICTIVITY	63%
OVERALL	68%

FOOTBALLER OF THE YEAR 2

GBH ■ £3.99 ■ Rerelease

Footballer Of The Year 2 is a strange game. It has elements of football management and some of a quiz but you never actually get to play football at all. The questions usually only need a yes or no answer (controlled by pressing a direction on the joystick).

Most of the game is controlled through menus, each with well-drawn and coloured graphics to represent the available options, which are Play, Double Or Nothing, State Of Affairs, Transfer and Career. Play, for example, allows you to select the moves your players make when they play a match. The moves are shown as if on a blackboard and when you've selected which moves to use you just sit back and watch the action.

The actual match is shown from above and the players are colourful. Most of the time while I was playing, my shots at goal missed pathetically!

The trouble with this type of game is that you can never get away from the screens of text that are needed and pop up endlessly. They may feature essential information but, to the normal gamesplayer, they're heading towards Dullsville, Arizona. Fans of football management games will find this a refreshing change from the usual boring text-only games and boffins on the world of football will especially like the quiz section, but don't expect soccer action.

NICK

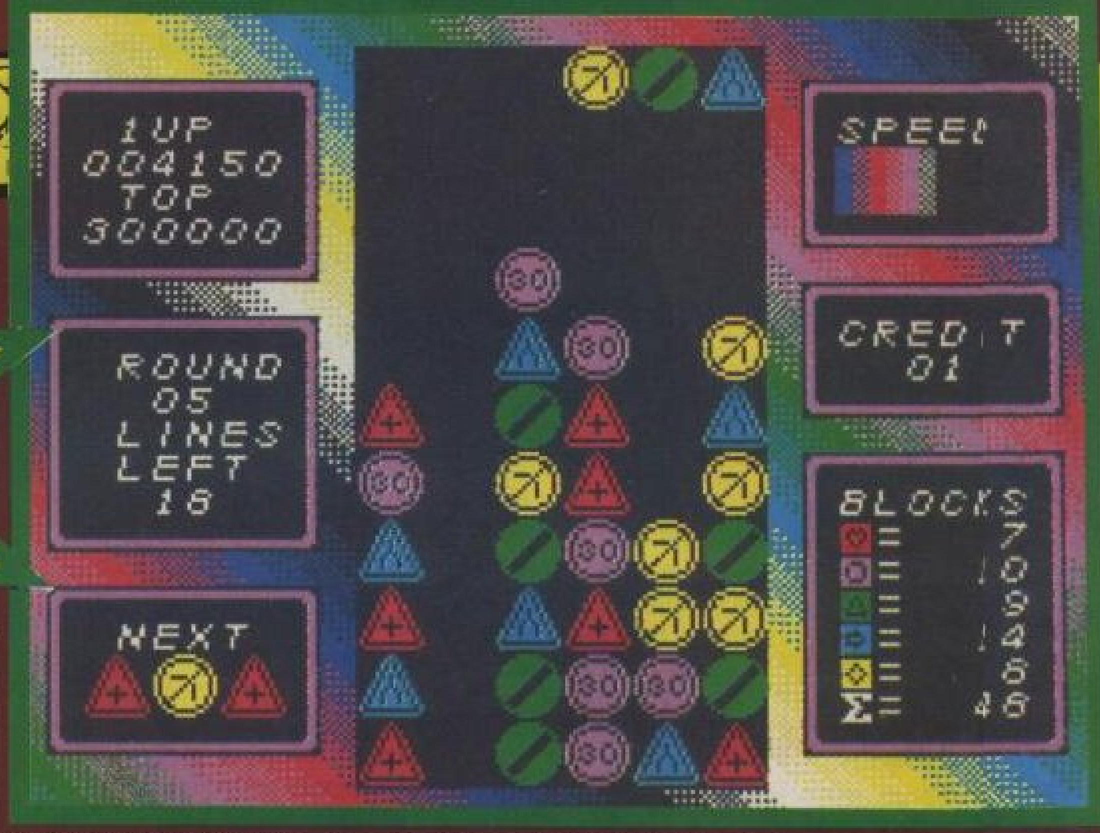
RATING

OVERALL 58%

● Plan J is very organised, isn't it? Can a win be in store for the CRASH team? Probably not.







● It looks like that falling green sign would help matters but where ever it's put it won't clear any blocks (no three in a row, y'see).

STACK UP

Zeppelin Games ■
£2.99

Take *Tetris* and *Connect 4*, add a few road signs and a couple of planets, shake well and what have you got? *Stack Up*! This is one addictive game. Ever since I started playing I haven't been able to put the joystick down — it's *that* good!

The aim of the game is to guide the falling groups of blocks so that they form horizontal, vertical or diagonal lines of three or more of the same colour. Once a stack has been made the blocks disintegrate giving points and moving the blocks above down. You're not restricted to the order the blocks fall in, pressing swop allows the colours to change position so they can be placed just where you want them.

Making stacks of four or more is helped by the display at the bottom of the screen. This shows the blocks that are coming up next so you can take them into account when positioning the current one.

Each frame has a number of stacks to be completed before you can go on to the next. A normal line of three counts as one stack but lines of four count as two, five as three and so on.

Higher levels hold more perils to make the game tougher: frames are started with blocks already placed in them, blocks appear randomly, only diagonals count as a stack and the left and right controls become reversed, causing total mayhem!

To add a little variety in the graphics you can choose what each block is represented by from a list including road signs, planets and even Greek symbols! *Stack Up* is a simple and highly playable. Get a copy now and go blocking mad (and I'm taking this copy home with me)!

NICK

RATING
OVERALL 80%

● 'You blew it!', indeed. Oh, just one more go....



dirt track racer



● Ouch! 64% damage (time to engage dirty tactics in *Dirt Track Racer*, wouldn't you say?)

Zeppelin Games ■
£2.99

Take part in one of the most exciting motor sports in the world in *Dirt Track Racer*. You and your All Terrain Vehicle have been selected for pole position at the start of a grueling five course race, and have to stay there if you're to win the cup.

The five stages are village, forest, quarry, cross country and then back to the village at night. Each is shown from above, as if you were watching the action from a helicopter. To get to the end of a stage all you need do is follow the arrows that have been placed at each junction. This sounds totally simple but if you miss a junction (which is easy to do) you can have terrible trouble getting back on course.

ATVs are built to withstand the battering they get on courses like the ones in this game but add-ons are always welcome to improve their performance. During each race credits can be collected from the track which can then be spent at the discount warehouse. Things like new tyres, turbo chargers, power steering and infra-red devices will all help to get you to the finish.

Dirt Track Racer doesn't capture the atmosphere of the real sport at all. The tiny graphics are pleasant enough and make a good racing game but it looks more like Scalextric than dirt tracking. There's entertainment there, but it's not hooking enough to make it an addictive game.

NICK

RATING
OVERALL 48%

CROMWELL AT WAR 1642 — 1645

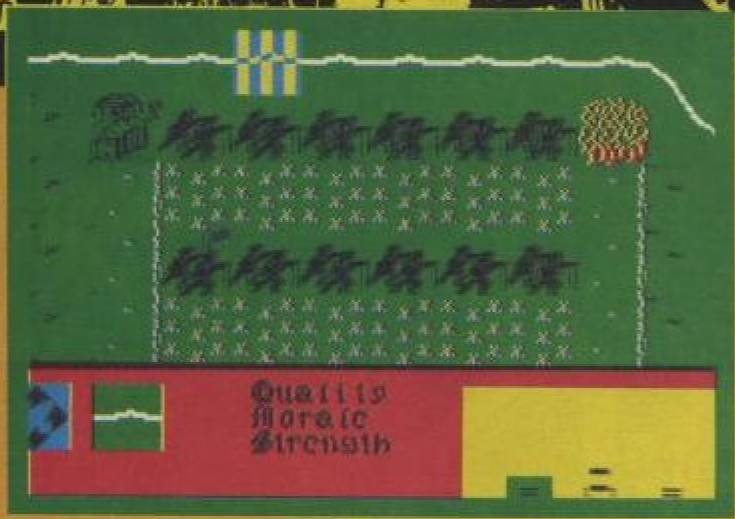
CCS ■ £12.95

By gum, what a nice surprise to see the English Civil War covered in a wargame. Offering five varied scenarios, *Cromwell* should have been a good game. However, too many frustrating elements and poor design decisions have prevented that happening.

The command feature is functional but rather tedious in parts. The map, being rather large, has to be scrolled using a cursor to reach all of your units. Why isn't there an automatic option to jump to the next available unit? Many wargames offer this as standard, nowadays.

When trudging around the map, you need to place the cursor on each unit, press the enter key to access the unit and then move to where you wish the unit to be placed, pressing enter to confirm the move. However, there's no graphical indication the unit has been chosen for orders. This brings the frustrating situation where you have to scroll off the map to find the destination you wish to move the unit to. If you forget where the unit originally is you've no chance of retracing your steps because the unit is never highlighted.

Artificial intelligence is reasonably good. The computer opponent generally behaved as expected in response to my tactical manoeuvres. However, with the English Civil War being such a random affair, the majority of the fighting on a melee level, I was disappointed that a 128K option wasn't offered. I'm sure that CCS could have looked into more complex melee algorithms, improving the standard of play overall.



● Lined up and ready to engage battle in *Cromwell at War*

In addition, a 128K version could have opened the door to a two-player option, improved command/control, improved the rather bare report feature — who knows? Really, CCS, in this day and age I really think you should be releasing 128K-only wargames with an option of a 48K version to be sent to registered owners, on request. This sort of thing is appreciated in 16-bit gaming so why not on the dear old Speccy?

Cromwell is not a disaster. In fact, there's a good game in there somewhere. However, a combination of poor design (eg, the command/control interface), limited memory capabilities and so on denigrate the whole affair.

PAUL RIGBY

RATING

Civil war fanatics may be able to see through the inadequacies but better war games have been seen.

PRESENTATION	78%
GRAPHICS	70%
SOUND	20%
PLAYABILITY	55%
ADDICTIVITY	67%

OVERALL 66%

APB

The Hit Squad ■ £3.99 ■ rerelease

Stuff a donut into your mouth, put your foot on the gas and let rip into the world of car chases, lunatic villains and a boss with a gut wider than the Atlantic! All Points Bulletin, or *APB* for short, is a cartoon-style game with wacky animations and addictive gameplay galore.

At the start of each day the boss gives you, Officer Bob, a quota to meet. This is made up of different types of people who need police attention — anyone from young ladies stranded in their cars to murderers and speeders.

To arrest the blighters you have to move your siren over the top of them (it's a bit like using crosshairs in a shoot-'em-up). Early in the game you need only use the siren once but the worse the criminal gets the more sirens you'll need to use to arrest them.

As well as everyday police duties you also get APBs on dangerous villains coming into your patch. If you track one of these down you have to bash their car off the road to arrest them. Succeed and get them back to the station and the game flips to an interrogation screen where you waggle the joystick left and right to make them confess. This has to be done before the boss arrives at the door and catches you in the brutal act or the criminal will go free!

APB captures the playability of the arcade machine perfectly, all the elements that made it so addictive intact. You even get the animated sequences between days and when you've used up all your demerits Officer Bob is shown being thrown into a dustbin. A great game that I simply can't put down!

NICK

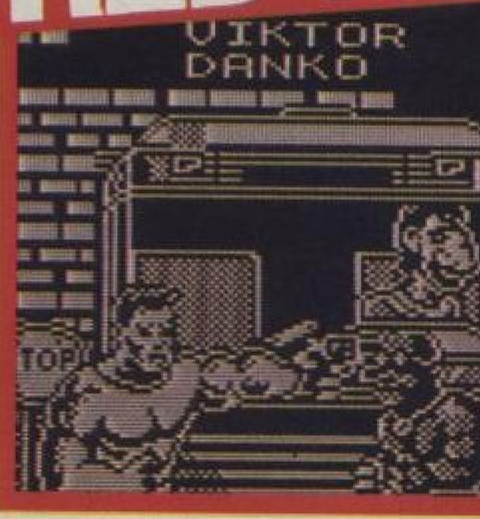
● This assignment better work out (four demerits have already been clocked up and the 'gas' gauge is getting low)!



RATING

OVERALL 84%

RED HEAT



The Hit Squad ■ £3.99 ■ Rerelease

Viktor Rostavilli is not a very nice man. In fact he's the head of Russia's biggest drugs ring. But not to worry, he's about to receive his just rewards 'cos Captain Ivan Danko (big Arnie Schwarzywotsit in the *Red Heat* movie), one of Moscow's top cops, is on his case.

You play the part of Ivan who chases Rostavilli through the four different levels that make up the game. The first takes you to a sauna, where a bunch of Rostavilli henchmen are after your blood. You're weaponless but can punch and headbutt your assailants. As they hit you your energy level slowly depletes — if it reaches zero you're carried out in a bodybag.

The second level takes you to a hospital where, armed with your favourite gun, you can merrily blast away to your heart's content (well, not quite — ammo's limited).

The action's certainly fast and furious, but it's also very tough. For many games Ivan ended up flat on his back and I swore very loudly. But a bit of practice soon sorted out the glitches and it was blasting action all the way. In short, *Red Heat* is well worth considering.

MARK

RATING

OVERALL 80%

EUROPEAN SUPERLEAGUE

CDS ■ £12.99 ■ £14.99

Lordy! It's started. The spate of football games that plague us in the summer have begun to arrive and the latest is *European Superleague*. But hold on, this is rather good as it's a management game rather than a 'watch 22 stick figures hobble around a green screen' affair. And despite being a management game with no arcade elements, this one's full of graphics and generally seems, well, trendy.

Firstly, you're asked to choose one of the three difficulty levels and pick one of the eight teams available to manage: Arsenal, Rangers, Barcelona, AC Milan, Marseilles, Bayern Munich, Liverpool and PSV Eindhoven. The aim of the game is simple: to be managing the European Champions by the end of the season. Although this need not be the team you started with, as managers can transfer from team to team, as can the players.

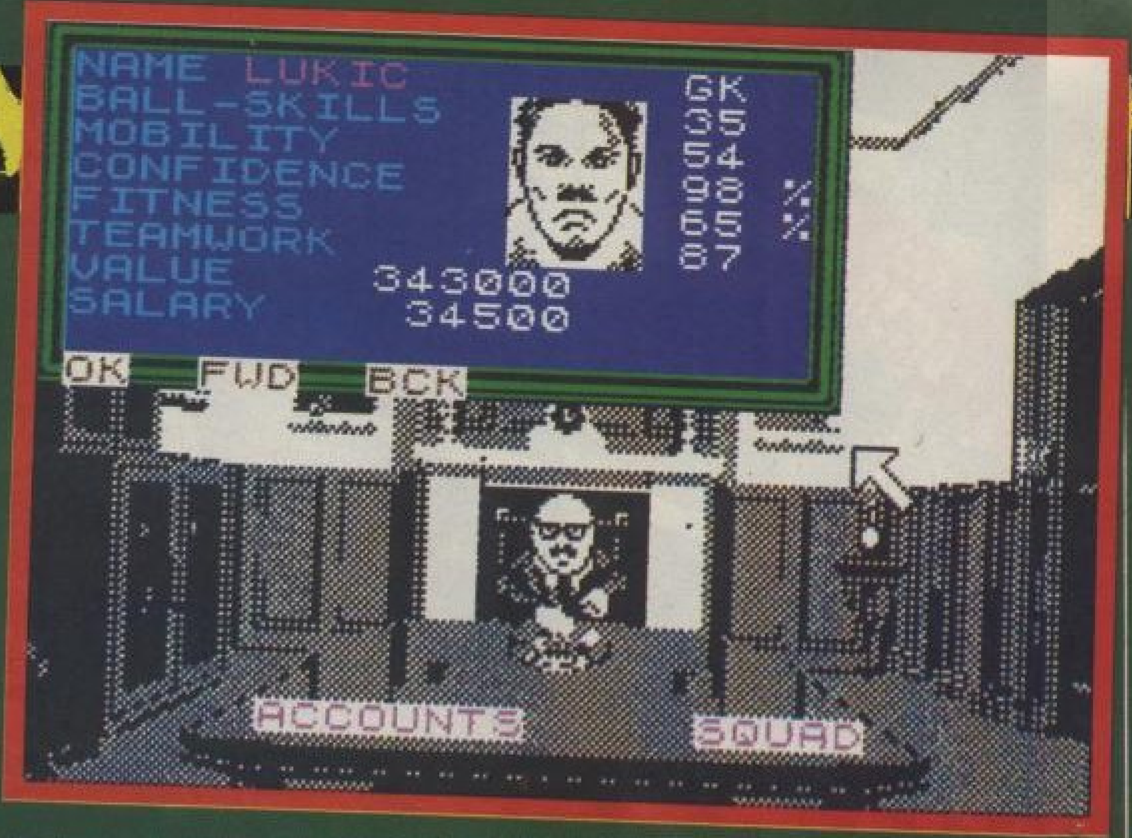
All the actions and decisions come from your office in which there's a desk, a telephone, an intercom, filing cabinets and other things. By clicking on the objects you control your environment. The telephone connects you to the trainer, other managers and the local newspaper. The intercom summons your secretary, the groundsman and a talent scout.

Weekly schedules are set out in your diary and these have to be carefully adhered to because if you miss a training session or a board meeting the chairman brands you a slacker and fires you.

Each player is allowed 20 hours of training per week, so it's best to make sure they've done their full quota before a Saturday match — being thrashed 12-0 is a tad embarrassing.

The match itself is more of a running commentary than a game; a few well drawn screens appear along with the text. Depending on the final score, the chairman will either praise or tear you apart at Monday's meeting.

Even though I'm no great



● Don't look now it's the Chairman of the Board — let's hope he's happy with your team's performance

NICK To make a football management game interesting to play you need to represent the options and decisions you make with lots of detailed graphics. That's exactly what's been done with *European Superleague*. Even if you don't know the first thing about managing a football team you can get into this straight away. There are different sprites for each player, managers of other teams and the press, which are shown on different backgrounds for each part of the game. You start off in the board room chatting to the big boss and can visit the training field, decide on tactics and swot up on the team account by the touch of a pointer on the office screen. Many management games are let down by the way they represent the actual game of football. Instead of boring text telling you what's happened, you get snapshots of the match, showing winning goals and miraculous saves. *European Superleague* is one of the best management games I've come across in ages.

82%

THE CHAMP

Linel ■ £9.99 ■ £14.99

Boxing — it's a useful thing to be proficient at. Why, we all make use of it most weekends. In dark alleys. Late at night (ho ho, only joshing). Anyway, now you can do some serious head-punching on your Speccy with *The Champ*.

You become a young hopeful who desperately wants to make it to the top and become WBC champion. The only trouble is that the current champ is a right hard nut.

You start off the game street boxing with no referee and have to fight a couple of matches before you're spotted by a manager, who gives you a shot at the big time and takes you off to be trained.

The training section involves three routines: skipping, sand bag and the punchbag. You have to try your hardest at these three as how well you do affects your start strength for the first of four increasingly difficult professional bouts.

The boxing moves are pretty much the same as all other beat-'em-ups. A selection of punches and guards to stop opponent's punches doing much damage are available. A match can be won by doing some nifty footwork and bopping to gain points, or going for a knockout.

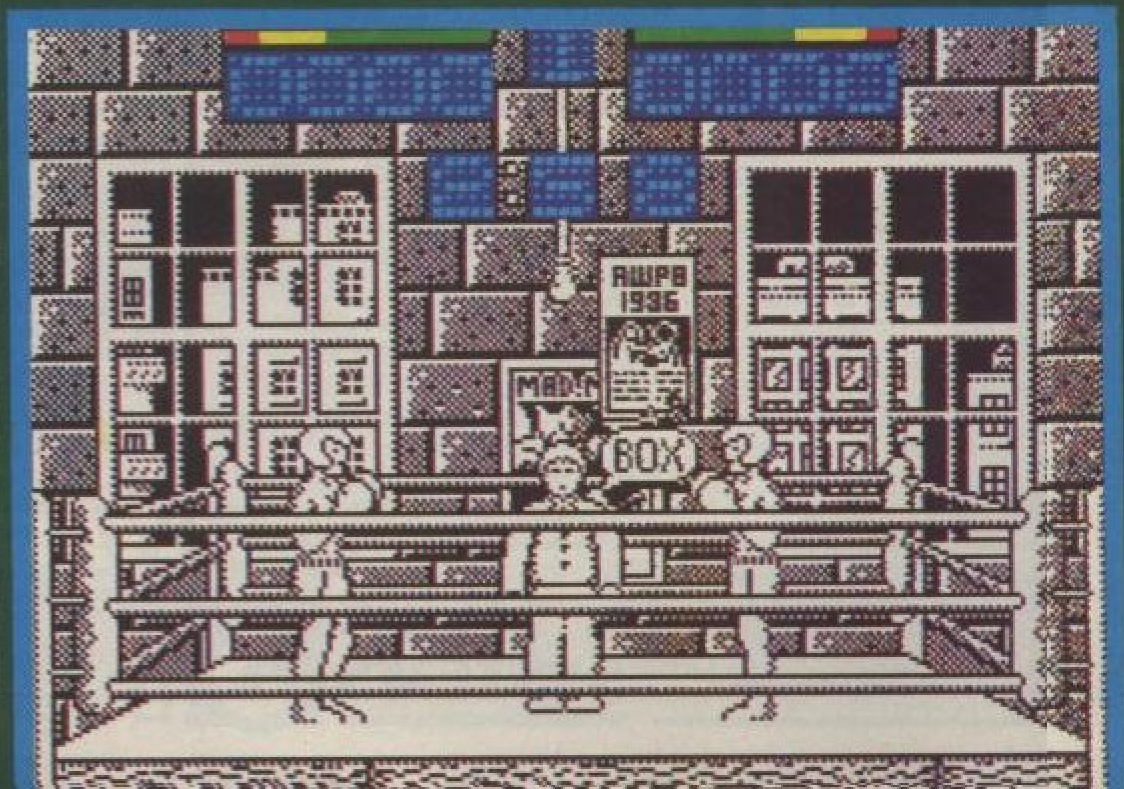
From start to end, *The Champ* is excellently programmed. The presentation is great with a recognisable tune from the *Rocky* films and there are large, colourful graphics throughout the game. Each of the backgrounds you box in front of (street, training and stadium) are monochrome but detailed and boxer animation is great.

The game doesn't hold

MARK As this is a boxing game, I'll get the old clichés out of the way first: 'I could have been a contender'... 'Know what I mean, 'Arry'... And that famous quote from Sly Stallone, 'Huh, nuh wuh Rocky duh yuhh' (what is he on about, viewers? —Ed). Anyway, as a boxing game *The Champ* is pretty good. The two contenders are well drawn and animated. There are about half-a-dozen punches you can throw, and each one that lands knocks a small amount of energy off your opponent's meter. Or that's the way it's supposed to work. More times than I care to remember I hit the other guy and made little impression on his energy. He hit me a couple of times and I was chewing canvas, hardly fair. Despite that whinge, *The Champ* is a fun game for all you pugilistic types.

74%

● More clout than the punch at the CRASH Chrissy party — it's *The Champ!*







lover of football manager games I found *European Superleague* great fun to play. There are plenty of options to choose from so you don't become easily bored. In fact you're kept very busy indeed, balancing the books, sorting out team tactics and training, buying and selling players... the list is endless. The graphics are also top notch, especially the 'snapshots' that appear during a game.

I agree totally with Nick: this is one of the best football management games around.

MARK 78%

RATING

Finally! A football management game that's well presented, looks good, and above all is entertaining

PRESENTATION	85%
GRAPHICS	80%
SOUND	70%
PLAYABILITY	74%
ADDICTIVITY	75%
OVERALL	**80%**

much of a challenge, though. By repeating a combination of moves you can quickly knock out your opponent and win the game. It was also strange that after winning four games in a row I was taken straight back to the intro screen and not given any champion-like treatment at all.

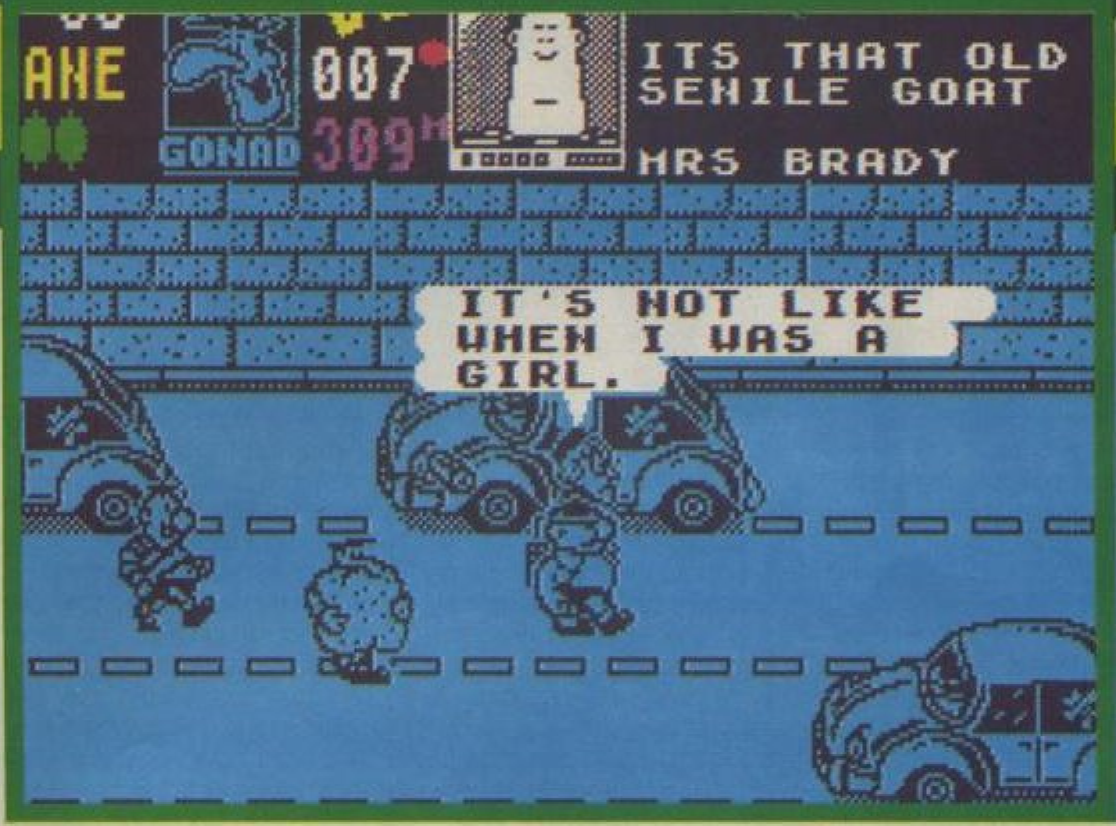
If you fancy a basic boxing simulation with tarty bits around the edges then that's exactly what *The Champ* is. If you want something with more involvement, look elsewhere.

NICK 74%

RATING

A well-presented game with everything you would expect from a boxing simulation.

PRESENTATION	78%
GRAPHICS	79%
SOUND	77%
PLAYABILITY	72%
ADDICTIVITY	71%
OVERALL	**74%**



● Lock up your shopping vouchers! It's Mrs Brady (Old Lady) causing havoc in level two!

VIZ
the computer game

Tired of those full flip-top bin worries? Well, no longer! Simply dispose of any refuse via the window where it can remain until the dustmen arrive.



● It's *Viz* — the game that's not funny anymore (it wasn't funny the second time we played it, actually). Pick your players...

Virgin Games ■ £9.99

Viz — the magazine that's not as funny as it used to be! *Viz* — you'll never read a bigger pile of s***e! *Viz* — the computer game. Oh dear.

Yes, here we are in Vizland and it's a one-way ticket to Amusement City (except there's no transport, so to speak). It's the game of the comic of the double entendre and our sides are waiting to be split. So, let's load it up and see what's going on...

It's the day of the grand Fulchester fun run and there are three athletes in the race. In lane one we have Johnny Fartpants, a little lad with a big commotion in his trousers. Lane two has Buster Gonad with his unfeasibly large testicles, and in lane three is none other than Biffa Bacon, a charming boy with a habit of unprovoked violence. Other *Viz* stars make an appearance during the game and Roger Mellie commentates.

There are five horizontally scrolling levels to race through. The first is the park where trees, logs and flying bricks have to be dodged. To make things worse, the Parkie will bash you with his stick if you walk on the grass and Bertie Blunt's (his parrot's a nasty piece of work) feathered friend drops lethal messages from the sky. To complete a level you have to finish the race in first place — it's easier said than done.

To help you, each character can collect tokens to use along the way. Each token gives one unit of superpower plus a less impressive special power. There are two types of bonus game per character for collecting the tokens, all packed with amusing animation.

If it weren't for the antics of the *Viz* characters this game would be a complete flop. The racing is extremely annoying — you fall over for the slightest reason and spend precious seconds picking yourself up again. It's not as if the collision detection is accurate. There are certain areas of the level you cannot go, even though they may be open spaces! You soon learn by your mistakes, though.

No matter how hard I tried there was no way I could get past the first level. I could be running as fast as possible from start to finish when another character would just shoot past and win the race. The utterings of Roger Mellie soon begin to get on your nerves, too, as he uses the same patter for each race.

Viz — The Computer Game is a big let-down. The licence could have been used to create an excellent game (rather than one like this).

NICK 47%

On your driving test simply write the car off so you and the examiner are both killed. With no-one to report back the result of your test, the test centre will have to give you the benefit of the doubt.

Hang onto old sweet wrappers, Sellotaped together they make an ideal groundsheet for any camping expedition.

MARK Graphically, *Viz* is pretty good, with most of the comic book characters at least recognisable. Apart from the ultimately monotonous swearing, the thing that put me off the game was the computer-controlled opponents. However fast you run (even with your superpower), they're always ahead of you. And if you ever catch up with them and try to overtake, the buggers shove you into the nearest obstacle. It's all very frustrating and removes nearly all the entertainment value from the game.

40%

RATING

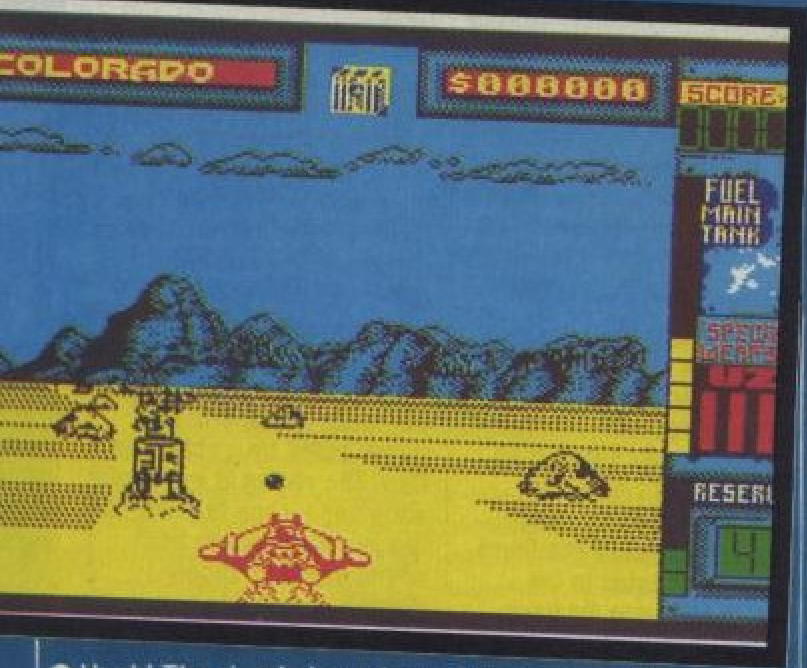
The packaging says "You'll never play a bigger load of crap!" Correct!

PRESENTATION	65%
GRAPHICS	69%
SOUND	66%
PLAYABILITY	39%
ADDICTIVITY	36%
OVERALL	**43%**

Top Tips by Matthew Thomas, Ludlow (he's never right)



HYDRA



● Heck! The river's been turned to custard! What a miracle, praise the Lord, etc, etc...

Domark ■ £10.99 ■ £17.99

In the future, the life of a courier is more than tough. Terrorists rule the skies and seas and it needs a special sort of postie to get the mail through.

Understandably, there isn't a great deal of competition in this game so your name is the one that comes to the lips of the government. You are... Postman Pat. Erm... no, better make that Hydra.

There are nine missions to complete with such diverse packages to deliver as Her Majesty the Queen's crown jewels, mutant virus strains, laser rifles and doomsday devices. You're provided with a hydracraft and a machine gun as standard protection, but once a couple of runs are under your belt special weapons, shields and fuel can be purchased.

Fuel is your main worry as you rocket up the screen toward the ravaging terrorist hordes. The fuel gauge, at the side of the screen, shoots down at an alarming rate but by shooting enemy craft, fuel crystals can be collected, as can balloons containing cash (by using the boost function to fly for a few seconds).

But beware: collision with any of the obstacles, mobile or stationary, will lose you a hydracraft, and more importantly, the cargo. When this happens an enemy speedboat grabs the container and legs it. All you can do is increase speed to warp factor 8 and give chase.

If you survive to the end of the level you enter the Hydradome and are able to pick up lots of goodies. And, if you have loadsadosh, you can enter Ziggy's Weapon Shop and purchase such essentials as homing missiles, shields, flamethrowers and 9mm Uzi.

So, there you have it. It's a good thing that Postman Pat doesn't have to arm himself to deliver the post, isn't it viewers? 'Postman Pat and his black and white cat, early in the morning, just as day is dawning, he shoots all the terrorists in his van' doesn't have quite the same ring, does it?

The arcade version of *Hydra* is okay but isn't exactly a mega game, and this is the case with its computer offspring. The sprites are messy: from a distance the attacking mob looks like a plate of spaghetti, and close up things don't improve much.

NICK This type of racing game has been seen time and time again on the Speccy (and here it is again). Your hydracraft moves and shoots like the speedboat in Domark's *Live and Let Die* — it's very similar! The game idea is simple but the slightest bang into any of the scenery or enemies and the cargo goes catapulting into the distance, to be picked up by someone else. Fuel disappears at an alarming rate and pods have to be constantly picked up to keep going. All the presentation screens are well drawn and coloured and the music that plays throughout really gets the toes tapping. The graphics on the whole are okay but tend to look quite dated and the 'tracks' are sparse.

66%

A water-borne version of *Road Blasters* is how I'd describe this game, just head up the scrolly screen and blast anything that moves. This would be fun if the fuel wasn't guzzled up so quickly (I think a stray bullet has hit the fuel tank). Nick may quite like this game but it doesn't do a great deal for me.

MARK 50%

RATING

A fun racing shoot-'em-up but the constant fuel shortage soon bumps up the annoyance gauge.

PRESENTATION	73%
GRAPHICS	62%
SOUND	68%
PLAYABILITY	60%
ADDICTIVITY	63%
OVERALL	**58%**

MULTIMIX 3

Kixx ■ £4.99 ■ Rereleases

This is the third Multimix compilation and contains *1943*, *Street Fighter* and the excellent *Bionic Commando*.

1943 is, not unsurprisingly, set in said time period and sees a lone P-38 plane (piloted by yourself) up against the Imperial Japanese Navy in true kamikaze style (the word kamikaze means divine wind, not surprising in the circumstances). Your eventual target is Battleship Yamamoto, but plenty of Japanese-built technology stands between you and success.

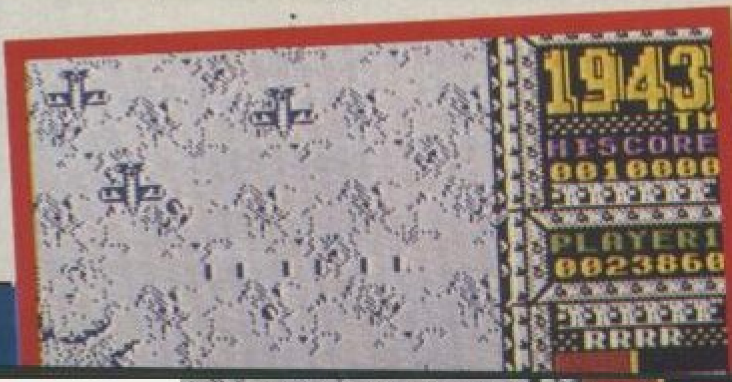
Street Fighter puts you into the size ten espadrilles of Ryu, a tough brawling dude who has to travel the world and fight all types of thug to win the Street Fighting Championships.

And finally, *Bionic Commando*, one of my all-time favourite games, where the brave hero with an extendable arm and mean disposition battles the enemy forces to infiltrate their HQ.

If it wasn't for the last game I'd say *Multimix 3* is pretty poor value for money. I never was very fond of *1943* or *Street Fighter* when they were first reviewed (neither were the other reviewers, come to think of it). Maybe they have their fans, but they never struck me as particularly good examples of their respective genres. My advice is to save your cash and buy *Bionic Commando* separately, for £2.99.

MARK

● By collecting icons you can build up the power of your attack force (which is handy)



● Hurrah! We've reached the end of level one and disposed of all the baddies!



RATING

OVERALL 55%



● Missiles and all sorts of space weaponry in an action- packed snap of *SDI*

SDI

The Hit Squad ■ £3.99 ■ Rerelease

SDI, or the Strategic Defence Initiative, to give it its full title, was set up by Ronny Raygun to make sure that the Russkies couldn't attack the good old US of A from space. Now you play the controller of a satellite, armed to the teeth and ready to defend your country.

The game features two distinct phases: offensive and defensive. You start in offensive mode and move both your satellite and its laser beam around the screen in an attempt to destroy the enemy satellites, missiles and weapon pods. At the end of a level the amount of kills are totted up and if you score a perfect 100% across the board you're awarded a 20,000 point bonus and a dancing duck (I kid you not). If you miss any attackers, though, you move into defensive mode and (surprise surprise) defend your homeland.

Graphically *SDI* is good, the nicely drawn monochrome sprites zip around the screen and you need a keen eye to shoot them. But sadly the gameplay isn't quite up to scratch. Initially fun to play, *SDI* soon slides down into the dumper because of its repetitive nature.

MARK

RATING

OVERALL 70%

DRAGON NINJA

The Hit Squad ■ £3.99 ■ Rerelease

The President of the United States has been kidnapped by a band of oriental thugs, so it's up to you as a Bad Dude to rescue him. Seven levels filled with ninja assassins and various other nasty thugs face you.

You start the game weaponless (apart from your fists and feet) but as you wander along the horizontally scrolling scene chains and knives appear. Collecting these does little to improve the power of your shots, they just increase your reach.

You have a super-powered punch at your disposal if needed, and I'm sure you *will* need it at some point because the enemy come at you thick and fast. A timer counts down, too — if you don't reach the end of a level before the time's expired, a life is lost. Having fought your way to level's end, the only thing to beat is the end-of-level guardian before soldiering on.

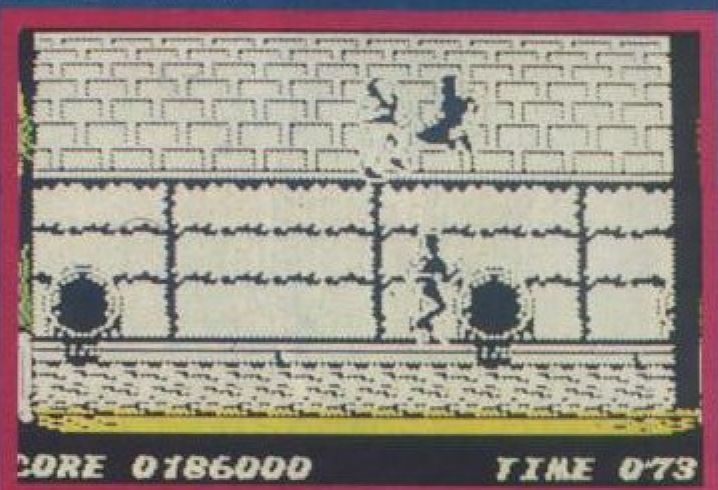
The trouble with this game is it's too darn easy to complete. When you're attacked, all you have to do is crouch down and punch. It's simplicity itself to complete the game using this tactic. And that, punters, is about it.

MARK

RATING

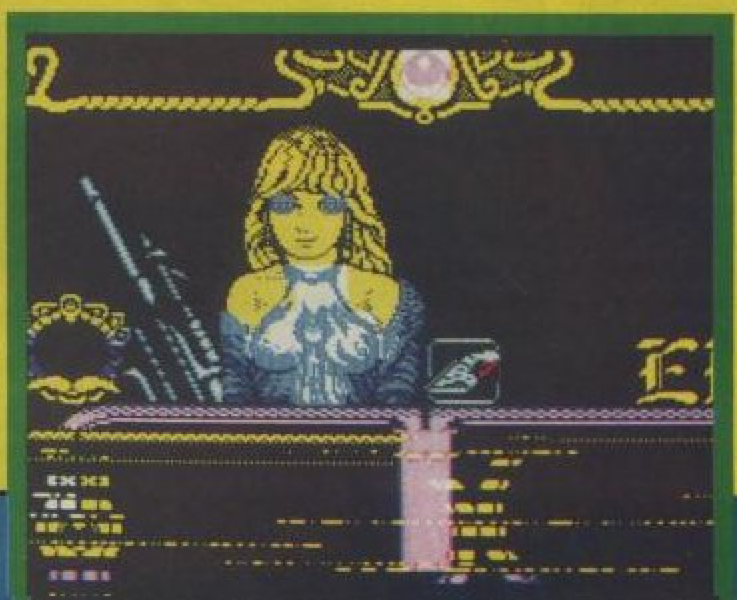
OVERALL 55%

● Slap! Yikes! I've been walloped down in the sewers (a painful experience)



Forgotten Worlds

The Hit Squad ■ £3.99 ■ Rerelease



The evil Emperor Bios, God Of Destruction, has created eight little demonic helpers to destroy all the planets in the known universe. But the angry minds of the massacred millions have created two super soldiers who must defeat three of Bios's gods before facing the big guy himself. So, alone or with a friend, you blast your way through the four levels that make up the game.

Level one is titled City-Scape (for obvious reasons) and our brave hero begins his slaughter of Bios's minions before facing a big end-of-level baddy. You're armed with a low-powered laser gun but, by collecting up the blue coins left by the destroyed creatures, you can enter the weapon shops and purchase homing missiles, napalm bombs, V-cannon and more.

Forgotten Worlds received a CRASH Smash when first reviewed but I was never overly fond of the game. My main moan is that it's too easy to get through; even the end of level monsters don't pose much of a problem.. Graphically, it's pretty good, but what's the use of nice visuals if the playability just isn't there?

MARK

RATING

OVERALL 60%

You would not belieeeeve what's going on back here! There's that CRASH lot with weather balloons straped to their backs trying to convince all these termites that next issue with be massive! Weird? Don't ask us!

There's big rumblings in CRASH's belly!

next month

● IT'S GROOVY! IT'S GREAT! AND WE'RE GIVING IT TO YOU ON A PLATE! THE NEXT ISSUE OF CRASH IS GOING TO MAKE ITSELF AT HOME IN EXCITEMENT CITY!

WHAT DOES YOUR POCKET DIARY SAY FOR JULY 18? (tick one)
1 ☐ Do the housework, de-flea the cat, go to bed early.
2 ☐ 11.00 revise for maths exam. 11.04 go to the seaside with granny.
3 ☐ Shout 'Hurrah!' the new-look, improved and generally porkier **CRASH** hits the streets (*ker-thump!*).

HOW DID YOU SCORE?
If you answered 1 then it's probably best to shoot yourself. If you answered 2, well, be prepared to do your retakes next year. But (but! BUT!) if you answered 3 award yourself a house point, wear your 'I'm completely skill' T-shirt, and collect £200 every time you pass 'Go'! Because, as your T-shirt correctly points out, you're completely skill (that does, indeed, call for a rousing 'Hurrah!', doesn't it?). Hurrah!

SO, WHAT'S SO SPECIAL ABOUT THE NEXT ISSUE?!

It's bigger!
Fat! Rotund! Porky! Cuddly (even)! You asked for them (and, boy, are you getting them), lots and lots and lots of brilliant extra pages making CRASH very fat! Packed with info, excitement and action (and loads of crap jokes, too)! And there's still a fun-packed Powertape to thrill to!

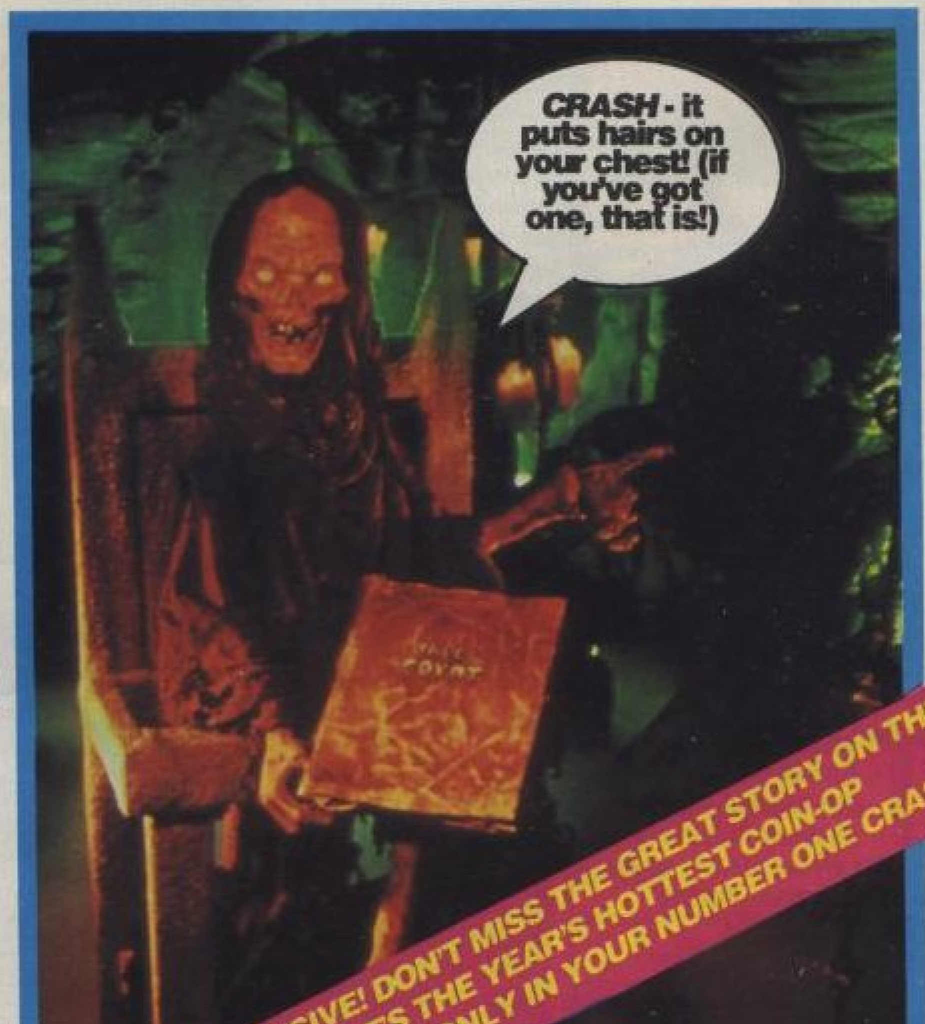
It's better!
We're giving CRASH a complete redesign and rethink on how a Speccy mag should be. All the suggestions from the Crashtionnaire have been checked out and many of your fab ideas are being put into action! The new-look CRASH is going to be so sexy you'll want to have its children (which should be an interesting experiment).

So don't miss it!
CRASH August '91/Issue 91
(spookily enough)
On-sale July 18
'It'll be fantasmagorical'
A snip at the price of £2.20 (start saving now!).

Subscribe
Indeed, do, and save some cash and get a FREE Ocean game into the bargain! See page 36 now!

Lots of Pages
Erm, yes. We will have lots of pages. Probably about 84 or so and over 60 of them will be all Speccy editorial. This means we have to fill them. Any ideas? Send your ideas for articles, features or programmers you'd like to see interviewed to: NEWSFIELD, SUGGESTIONS!, CRASH, Ludlow, Shropshire SY8 1JW. Ta muchly.

Free!
On the September and October issues of CRASH we're cover-mounting two of the best ever, ever, ever (ever!) Speccy games! What are they? Find out next month with the free cover-mounted maps of the games to get your taste buds jangling!



EXCLUSIVE! DON'T MISS THE GREAT STORY ON THE GAME THAT'S THE YEAR'S HOTTEST COIN-OP CONVERSION! ONLY IN YOUR NUMBER ONE CRASH!

Dear Newsagent
I wouldn't like to be without **CRASH** so please save me a copy every month. My appreciation level would verily bubble over!

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PS Do you, by any chance, have a fan club?


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GO WiLd!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.
"Ocean have crammed in nearly every feature of the arcade...As well as the superb backdrops and smooth parallax scrolling, Toki plays host to some of the wildest sprites ever to appear on the Amiga. As coin-op conversions go, Toki must rate as one of the best yet."
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